DIC AUDIO VISUAL

MAINTITLE	(075010) SHOW NO.	DESCRIPTION	2 ACT NO.	1 PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

Written by

J. Michael Straczynski

BOARD BY:
BRAD RADER
DAN RIBA

ACT TWO

FADE IN

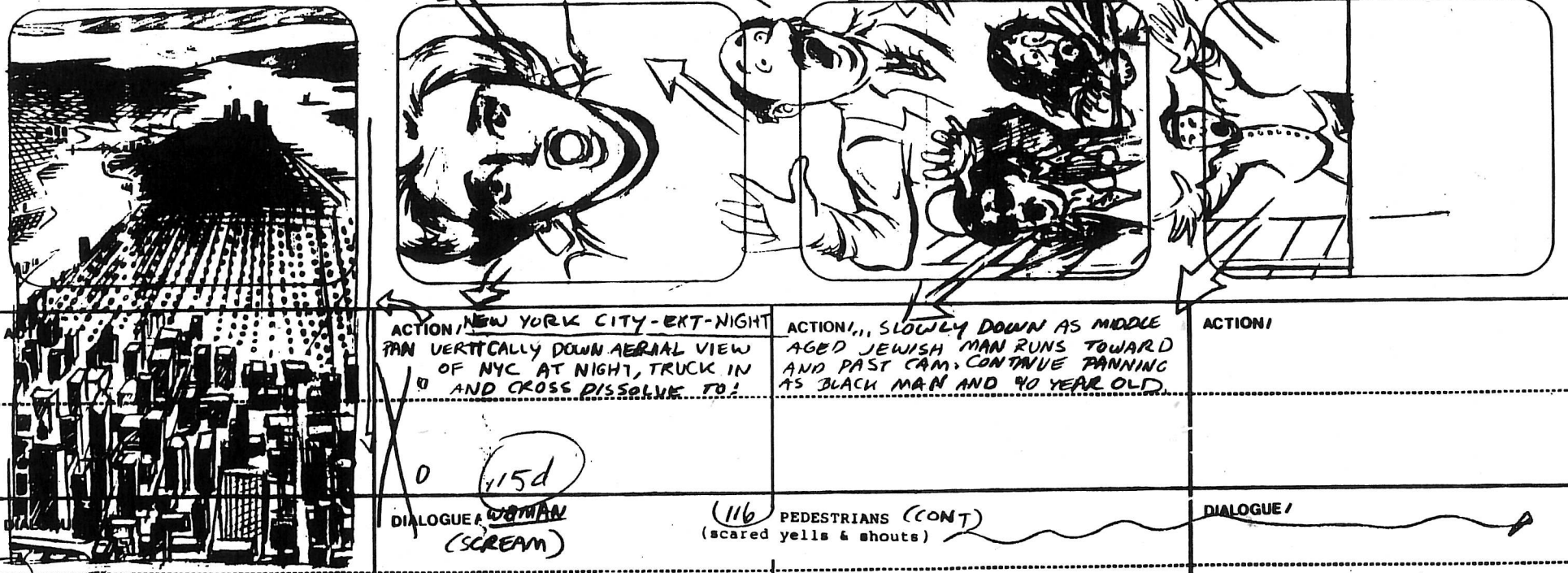
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

75D10 SHOW NO.	DESCRIPTION	2 ACT NO.	2 PAGE NO

SCENE 1	TIMING	SCENE 2	TIMING	SCENE 2	TIMING	SCENE 2	TIMING



(115c) PEDESTRIANS (OS) (DISTANT) (SCARED YELLS + SHOUTS)

SOUND FX: HORNS HONKING, SIRENS, ECT IN THE DISTANCE

NOTES:

TIMING:

ACTION: NEW YORK CITY - EXT - NIGHT PAN VERTICALLY DOWN AERIAL VIEW OF NYC AT NIGHT, TRUCK IN AND CROSS DISSOLVE TO:

(115d) DIALOGUE: WOMAN (SCREAM)

ACTION (CONT): WHITE WOMAN'S FACE FILLS FRAME - HOLD FOR BEAT AS SHE SCREAMS AT CAM, THEN RUNS PAST, O.S.. THEN VERTICAL PAN...

NOTES:

TIMING:

ACTION: ... SLOWLY DOWN AS MIDDLE AGED JEWISH MAN RUNS TOWARD AND PAST CAM. CONTINUE PANNING AS BLACK MAN AND 40 YEAR OLD...

(116) PEDESTRIANS (CONT) (scared yells & shouts)

... WHITE HIPPY UP TO AND PAST CAM. CONTINUE PANNING. - CHINESE MAN RUNS TOWARD AND OVER CAM

NOTES:

TIMING:

ACTION:

DIALOGUE:

DO ENTIRE SCENE #2 AS ONE FLUID PAN

NOTES:

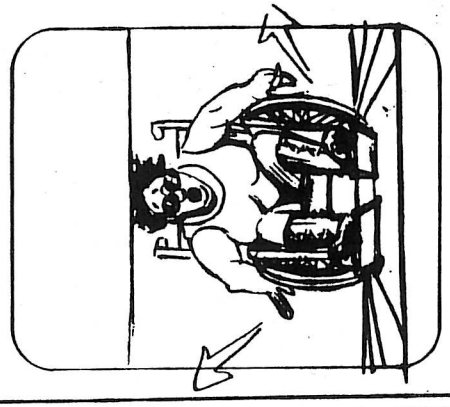
TIMING:

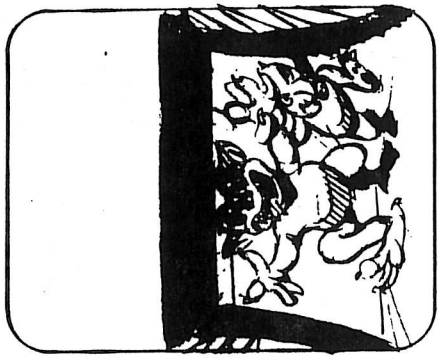
DIC AUDIO VISUAL

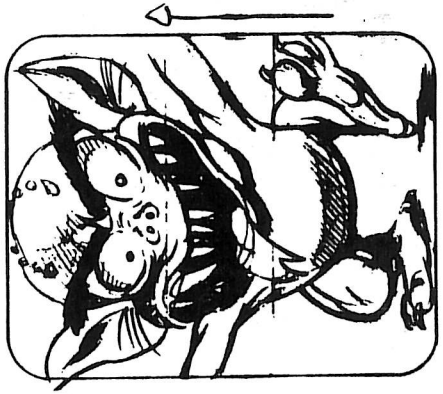
MAINTITLE

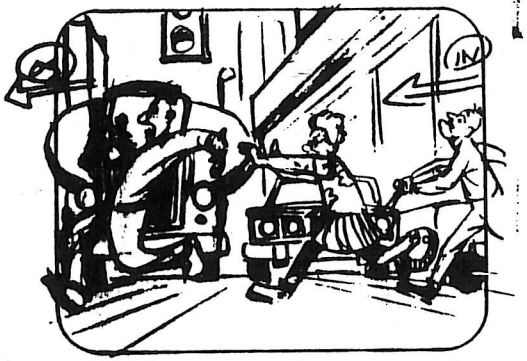
75010 SHOW NO. | DESCRIPTION | 2 ACT NO. | 3 PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	2			2			2			3	









ACTION/ CONTINUE PAN TO PAVEMENT- HOLD FOR A COUPLE BEATS AS PHYSICALLY CHALLENGED, WOMAN OF COLOR ROLLS OVER...

DIALOGUE/ PEDESTRIAN (CONT) (SCARED YELLS AND SHOUTS)

SOUND FX/

NOTES/

TIMING/

ACTION/ ... CAM IN WHEELCHAIR FOLLOWED BY A SMALL GROUP OF GOBLINS - PAN BACK UP TO KEEP LEAD GOBLIN'S ...

DIALOGUE/ (116a) GOBLINS (WALLA) (SCARING CROWD)

SOUND FX/

NOTES/

TIMING/

ACTION/ ... FACE FIN FRAME AS IT RUNS UP TO CAM - HOLD FOR BEAT WITH GOBLIN'S FACE FILLING CAM

DIALOGUE/ GOBLIN (EVIL LAUGH AS HIS FACE FILLS CAM)

SOUND FX/

NOTES/

TIMING/

ACTION/ GROUP OF PEOPLE RUN PAST CARS WAITING AT STOP LIGHT...

DIALOGUE/ (116b) PEDESTRIANS (SCARED YELLS AND SHOUTS)

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

15010 SHOW NO. | DESCRIPTION | 2 ACT NO. | 4 PAGE NO.

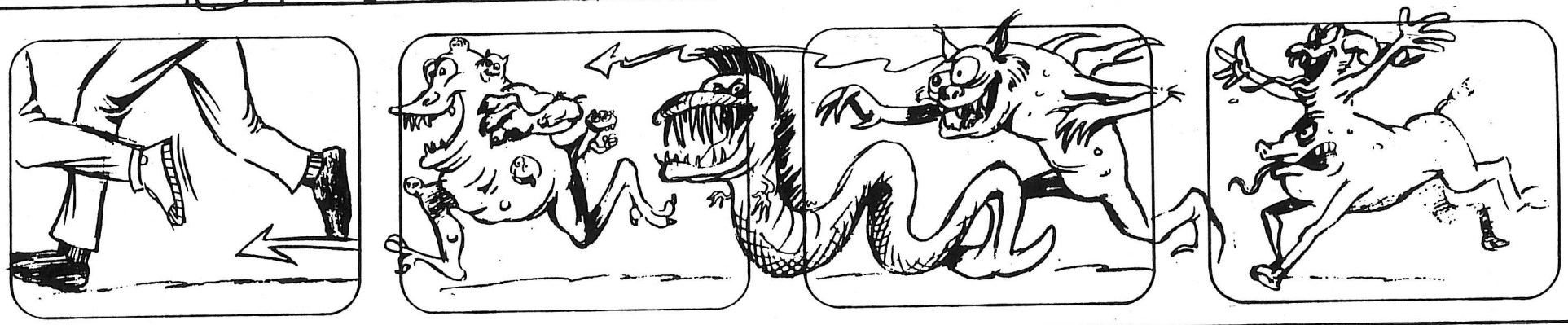
SCENE 3	TIMING	SCENE 4	TIMING	SCENE 4	TIMING	SCENE	TIMING

ACTION / ... FOLLOWED BY GROUP OF MONSTERS	ACTION / GROUP OF PEOPLE FOLLOWED BY GOBLINS RUN O.S. LEFT -- ANOTHER GROUP OF PEOPLE	ACTION / CHASED BY GOBLINS RUN IN FROM BEHIND BUILDING - PAN TO FOLLOW THEM AS THEY RUN ACROSS STREET	ACTION /
DIALOGUE / (116d)	DIALOGUE / (116c) ~~GOBLINS~~ (WALLA) PEDESTRIANS (YELLS AND SHOUTS)	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW# NO.	DESCRIPTION	ACT NO.	PAGE NO.
			2	5

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	5										

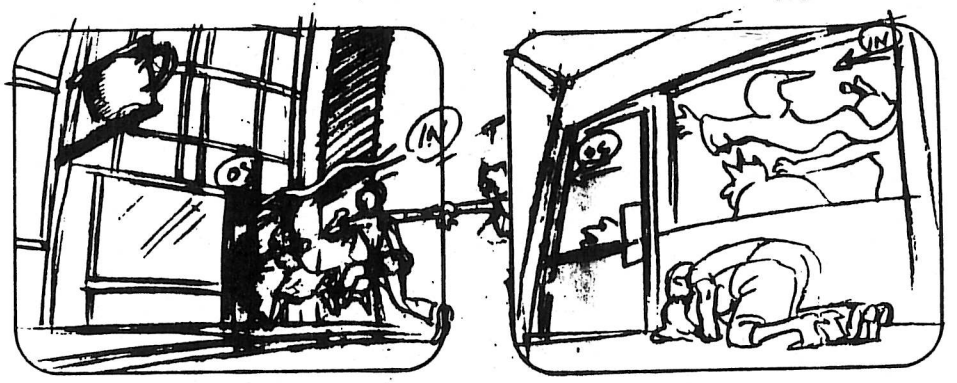


ACTION / PEOPLE RUN THRU FRAME - PAN MONSTERS THRU FRAME AFTER THEM	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			2	6

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
6		6		7		8	



ACTION: COUPLE RUN AT TOP SPEED, SCARED - PAN B.G. — PAN OVER TO...	ACTION: ... GROUP OF MONSTERS CHASING THEM - ANIMATED B.G.	ACTION: THE COUPLE RUNS THRU FRAME, GOING O.S. INTO COFFEE SHOP	ACTION: INT. COFFEE SHOP - COUPLE CROUCH UNDER WINDOW MONSTER RUN THRU FRAME OUTSIDE
DIALOGUE: 116 COUPLE (YELLS AND SHOUTS)	DIALOGUE:	DIALOGUE:	DIALOGUE:
SOUND FX:	SOUND FX:	SOUND FX:	SOUND FX:
NOTES:	NOTES:	NOTES:	NOTES:
TIMING:	TIMING:	TIMING:	TIMING:

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 7

	SCENE 9	TIMING		SCENE 9	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ COUPLE SITS UP, RELIEVED ...	ACTION/ THEY LOOK TO THE FRONT	ACTION/	ACTION/
	(Last breath)		
DIALOGUE/ (117) MAN Whew! That was close.	DIALOGUE/ MAN (CONT) But we're safe now.	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 6

SCENE 10	TIMING	SCENE 10	TIMING	SCENE 10	TIMING	SCENE 11	TIMING

ACTION /	ACTION /	ACTION /	ACTION / ANGLE ON WAITRESS WITH BACK TURNED
	PAN SLOWLY ACROSS COFFEE SHOP - . . . EVERY ONE HAS THEIR BACK TURNED SO THEIR FACES AND HANDS CANNOT BE SEEN		
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 9

SCENE 11	TIMING	SCENE 11	TIMING	SCENE 11	TIMING	SCENE	TIMING

ACTION: SHE TURNS TO FACE CAM -- SHE'S A SKELETON!	ACTION: THEY'RE ALL SKELETONS - TRUCK OUT, OTHER SKELETONS LEAN INTO FRAME	ACTION: WAITRESS COMES FOWARD TILL HER FACE FILLS FRAME	ACTION:
DIALOGUE: (117D) WAITRESS-GHOST HI THERE, HONEY...	DIALOGUE: WAITRESS-GHOST (CONT) .. CAN I GET YOU ANYTHING?	DIALOGUE: WAITRESS-GHOST (CONT) ~~(HI- ITCHED EVIL LAUGH!!)~~ BEFORE I GET YOU?	DIALOGUE:
SOUND FX:	SOUND FX:	SOUND FX:	SOUND FX:
NOTES:	NOTES:	NOTES:	NOTES:
TIMING:	TIMING:	TIMING:	TIMING:

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION: NO PAGE 10 | ACT NO. | PAGE NO. 11

No Page #10	SCENE	TIMING		SCENE 14	TIMING		SCENE 14	TIMING		SCENE	TIMING

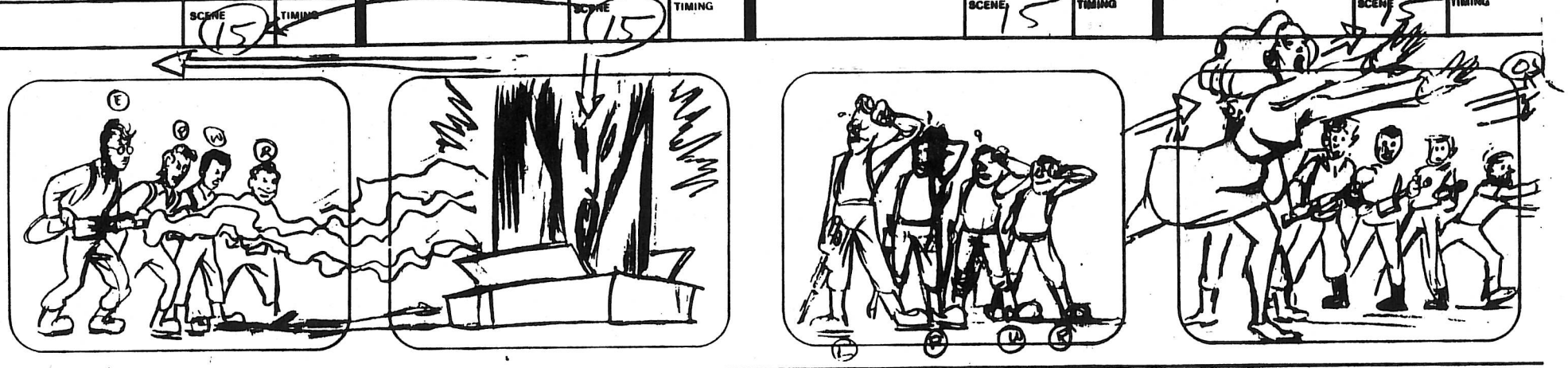
ACTION /	ACTION / CLOSE ON HARPY GHOST CAUGHT IN PROTON BEAM. PAN B.G. -- AS SHE IS PULLED BACKWARD TOWARDS BEAM OF LIGHT FROM TRAP. (PAN IN BEAM OF LIGHT) ハーピー ゴーストに寄る。プロトンビームにつかまっている。BGパン トラップからの誘導光のほうに、後ろ向きで引っ張られている。	ACTION / PAN BEAM OF LIGHT PANS UP TO HARPY, BEAM OF LIGHT CATCHES HARPY, SUCKS IT O.S. 誘導光にパン	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / PROTON BEAM プロトンビーム	SOUND FX /	SOUND FX /
NOTES /	NOTES / ハーピー …女面女体で、鳥の翼と爪を持った貪欲な妖物	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 12

SCENE 15	TIMING	SCENE 15	TIMING	SCENE 15	TIMING	SCENE 15	TIMING



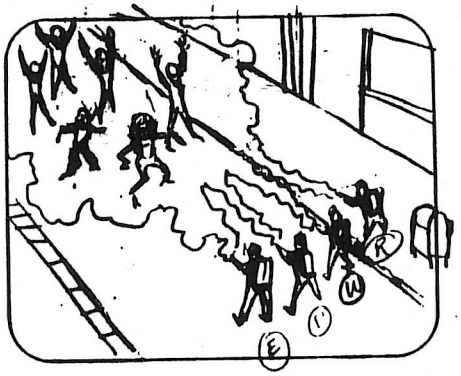
ACTION (2) PAN BACK ACONG PROTON BEAMS TO BUSTERS	ACTION (1) HARPY GETS SUCKED INTO TRAP	ACTION THEY STOP, WIPE FORE-HEADS, EXHAUSTED	ACTION WOMAN, MAN RUN PAST THEM ON EITHER SIDE
		(11Bd)	(11Bd)
DIALOGUE /	DIALOGUE /	DIALOGUE GHOSTBUSTERS WHEW!	DIALOGUE COUPLE (YELLS OF FEAR)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 13

SCENE 15	TIMING	SCENE 16	TIMING	SCENE 16	TIMING	SCENE 17	TIMING



ACTION/ BUSTERS TURN, LOOK BEHIND THEM

ACTION/

ACTION/ SKETETONS RUN AT CAM PAN UP TO KEEP FACES IN FRAME - WAITRESS'S FACE FILLS FRAME - SUDDENLY SHE'S HIT BY PROTON BLAST

ACTION/ DOWN SHOT ON ENTIRE SCENE

DIALOGUE/

DIALOGUE/

DIALOGUE/

DIALOGUE/

SOUND FX/

SOUND FX/ 117d-1

SOUND FX/ PROTON BLAST

SOUND FX/

NOTES/

NOTES/ WAITRESS GHOST: (HEAVY BREATHING & GROWLING

NOTES/

NOTES/

TIMING/

TIMING/ IN PURSUIT. THEN ZAPPED - IN PAIN.

TIMING/

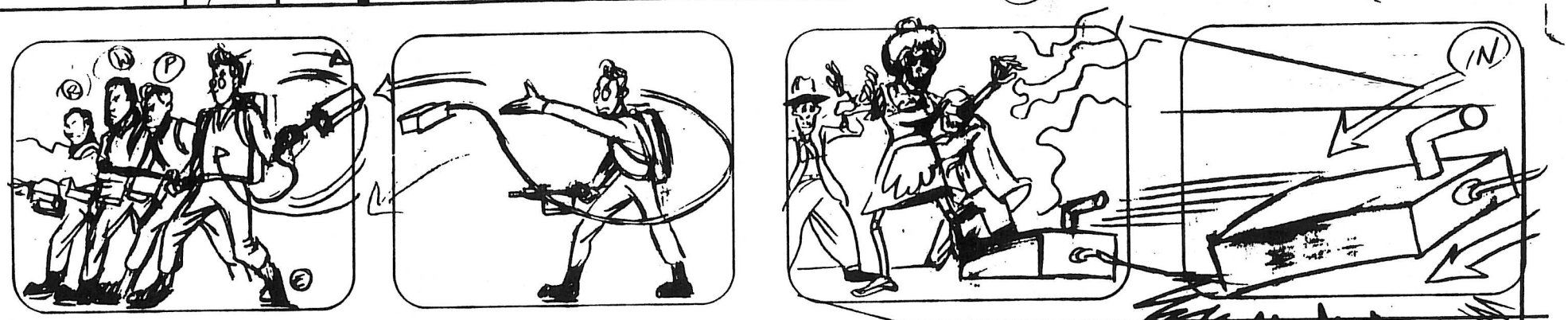
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 1 | PAGE NO. 14

SCENE 16	TIMING	SCENE 18	TIMING	SCENE 19	TIMING	SCENE 19	TIMING



ACTION / EGON SWINGS TRAP IN CIRCLE TWICE --	ACTION / -- THEN THROWS IT	ACTION / TRAP HITS PAVEMENT, SLIDES -- PAN TO FOLLOW IT - IT SLIDES TO A HALT IN	FRONT OF SKELETONS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / PROTON BLAST	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 15

SCENE 19	TIMING	SCENE 20	TIMING	SCENE 20	TIMING	SCENE 21	TIMING

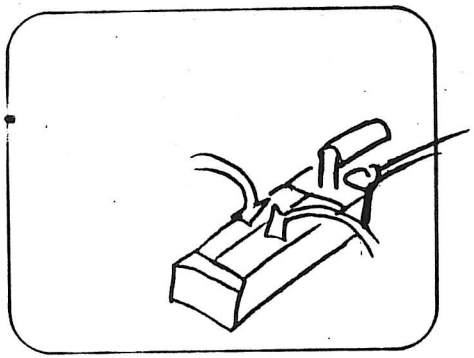
ACTION/ TRAP OPENS, BEAM OF LIGHT SHOOTS OUT	ACTION/ SKELETONS FALL APART, PIECES	ACTION/ ARE SUCKED OS	ACTION/ BONES FLY INTO OPEN TRAP
DIALOGUE/	DIALOGUE/ WHITNESS - (YELL OVER TRAIL OFF - LIKE MICHAEL WITH FIRST DEATH, BUT QUICKER)	DIALOGUE/	DIALOGUE/
SOUND FX/ PROTON BLAST OPEN TRAP	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

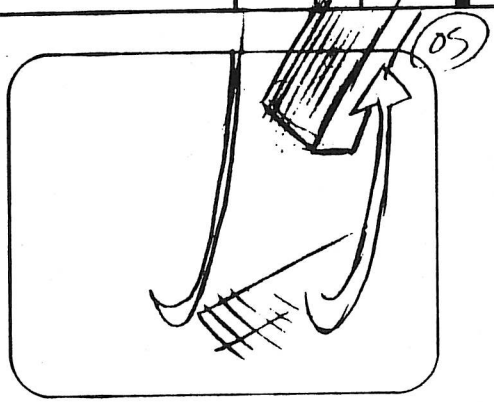
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. V | PAGE NO. 16

SCENE 21	TIMING	SCENE 22	TIMING	SCENE 22	TIMING	SCENE 22	TIMING





ACTION/ TRAP SHUTS --	ACTION/ IS YANKED UPWARD O.S.	ACTION/ RAY HOLDS UP TRAP, TURNS TOWARDS (E)	ACTION/ OTHERS HANGS TRAP ON BACK OF PROTON PACK
		Am I	
DIALOGUE/	DIALOGUE/	DIALOGUE/ 118 RAY (TRUCK ANOTHER) Boy, I'm pooped! And we haven't even got a tenth of 'em yet!	DIALOGUE/ RAY (CONT) How long have we been at this, anyway?
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 17

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING	CONT.	SCENE	TIMING
	23			23			23			24	

ACTION/	ACTION/	ACTION/	ACTION/
CLOSE ON EGON CHECKING HIS WATCH- TRUCK OUT AS HE TURNS...	EGON LOWERS ARM O.S, AS PETE RAISES HIS INTO FRAME, CHECKS WATCH	PETER REACTS WITH SUPRISE	
DIALOGUE/ (119) EGON Peter -- what time do you have?	DIALOGUE/ (120) PETER (checks his watch) It's --	DIALOGUE/ PETER (CONT) --hey, wait a minute.	DIALOGUE/ PETER (CONT) THIS CAN'T BE RIGHT.!!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/ ... TO PETE, SAYS DIALOGUE	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 1? | PAGE NO 18

SCENE 24	TIMING		SCENE 25	TIMING		SCENE 25	TIMING		SCENE 25	TIMING

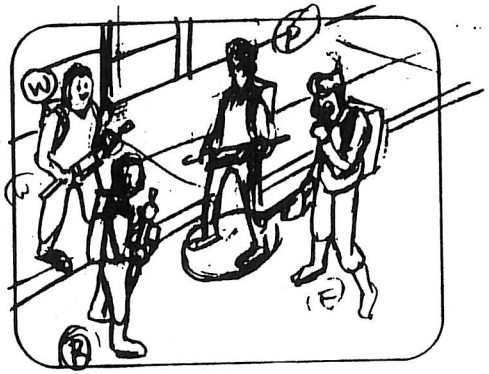
ACTION/ PETE TURNS TOWARD CAM, COVERS ARM OS

DIALOGUE/ PETER (CONT) It's been hours since we started.

SOUND FX/

NOTES/

TIMING/



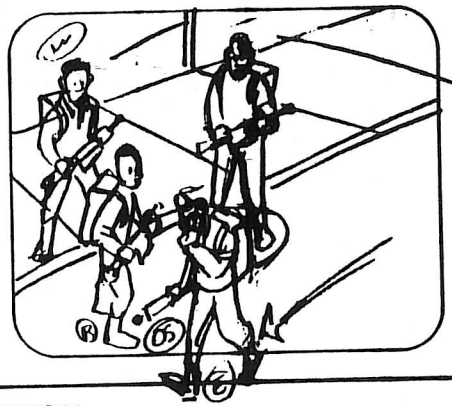
ACTION/

DIALOGUE/ (12) EGON (REACTING) Time is slowing down.

SOUND FX/

NOTES/

TIMING/



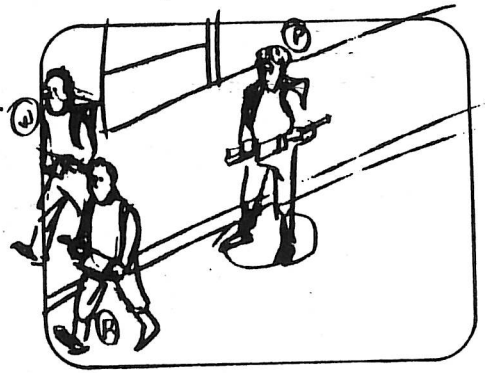
ACTION/ EGON WALKS O.S., WINSTON AND RAY FOLLOW...

DIALOGUE/ EGON (CONT) (CHUCKLING OFF THOUGHT) Hmm -- I Wonder.

SOUND FX/

NOTES/

TIMING/



ACTION/ ...LEAVING PETE STANDING ON MANHOLE COVER

DIALOGUE/ (12)a PETER HEY!

SOUND FX/

NOTES/

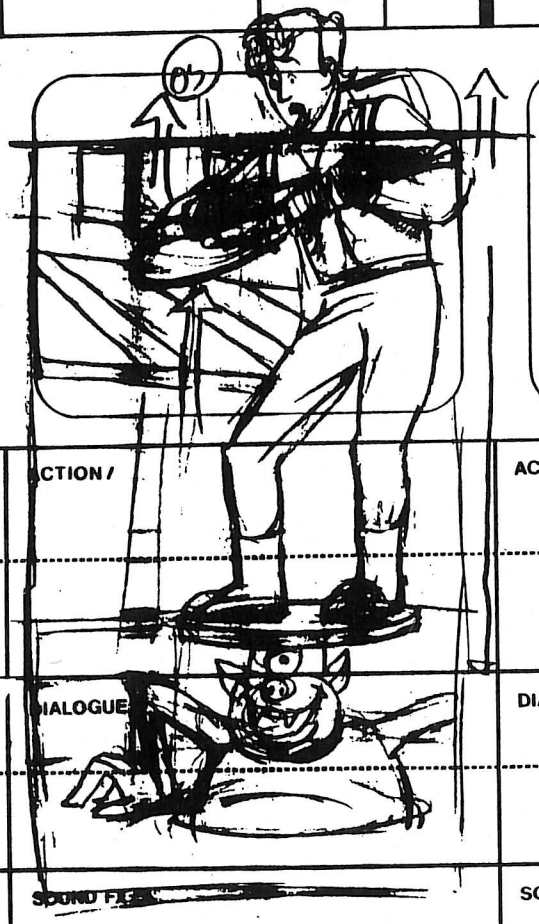
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 5- | PAGE NO. 19

SCENE 26	TIMING	SCENE 26	TIMING	SCENE 27	TIMING	05 SCENE 27	TIMING



ACTION/ AFTER PETE SAYS' DIAL. HE IS RAISED UP INTO FRAME- PAN DOWN TO...

DIALOGUE/ (122) PETER I'm not going anywhere until somebody explains what's going on.

SOUND FX/

NOTES/ ...GOBLIN PEAKING OUT OF MANHOLE, THE MANHOLE WHICH PETE STANDS ON STILL ON HIS HEAD

TIMING/

ACTION/

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ PETE REACTS

DIALOGUE/ (123) PETER Then again . . . . (CHANGES MIND)

SOUND FX/

NOTES/

TIMING/

ACTION/ PETE JUMPS O.S.

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 20

SCENE 26	TIMING	SCENE 28	TIMING	SCENE 29	TIMING	SCENE 30	TIMING

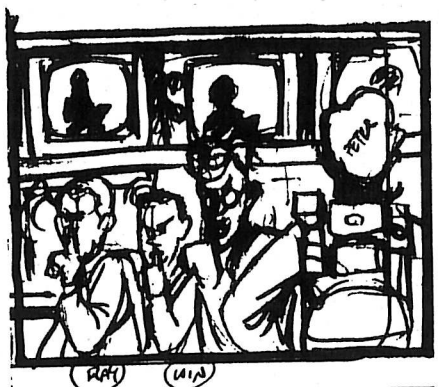
ACTION/ PETE JUMPS OFF MANHOLE COVER, MAKING IT SPIN ON TOP OF GOBLINS HEAD - GOBLIN IS REACTING IN SUPRISED TO PETER BEING ON TOP OF HIS HEAD--	ACTION/ -- DROPS O.S.	ACTION/ PETER WALKS UP TO GUYS WHO ARE STANDING IN FRONT OF TV STORE WATCHING THE SETS WHICH ALL SHOWING SAME IMAGE -	ACTION/ --A T.V. NEWSCASTER PETER WALKS IN, STOPS- PAN SLIGHTLY TO KEEP HIM IN FRAME (IN front of store window)
DIALOGUE /	DIALOGUE /	DIALOGUE /	(124) PETER Just can't keep you guys away from TV.
SOUND FX /	SOUND FX / CLANG	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

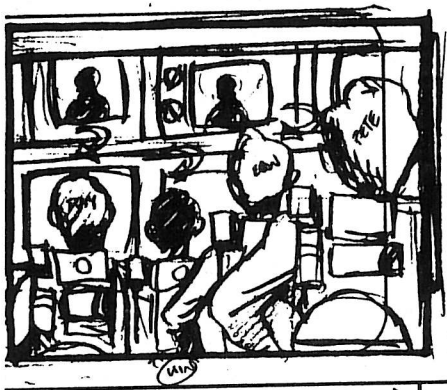
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 21

SCENE 30	TIMING	SCENE 30	TIMING	SCENE 31	TIMING	No PAGE 22,23,24	SCENE	TIMING





NO SCENE 32-36

ACTION/ BUSTERS TURN TOWARD PETE, SHUSH HIM

皆、ピーターの方を向き、シーと だまらせる

ACTION/ -- THEN TURN BACK TOWARD SCREEN, TRANSFIXED

そして 画面に顔をもどす。 釘付けになる

ACTION/ TRUCK IN ON NEWS ANCHOR

ニュースアンカーに T.I.

ACTION/

DIALOGUE/ (124) RAY/WINSTON/EGON
Shhhh!

レイ/ウィンストン/イーゴン
シーッ

DIALOGUE/ (125) RAY/EGON/WINSTON (CONT)
Listen.

レイ/イーゴン/ウィンストン(続け)
聞けよ。

D' (126) NEWS ANCHOR (filtered)
-- night is also reported spreading over most of Europe, Asia, and south Africa. Scientists report a dark cloud covering nation after NATION.

ニュースアンカー(フィルターを通して)
夜は更にヨーロッパ全域、アジア、南アフリカに

DIALOGUE/

SOUND FX/

SOUND FX/

~~SOUND FX!~~ 広がっています。科学者たちは黒い雲が次々と各国の空をおおっていると言…

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

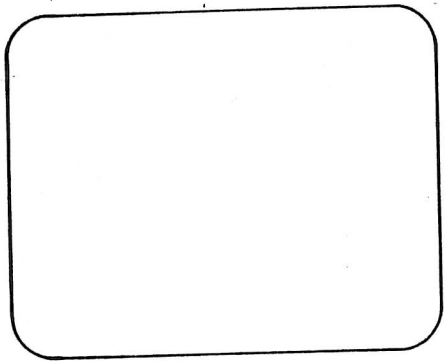
TIMI

DIC AUDIO VISUAL

MAINTITLE

SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			25

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
35				36		36	



ACTION/ PAN OVER TO EGON- PETE STEPS IN, PUTS ARM AROUND EGONS SHOULDER

イーゴンにパン ピーターが歩いてイン。イーゴンの肩に手をまわす。

② (127) PETER

Egon, you little scrapper -- I bet you know what is going on. Let us in, Okay?

DIALOGUE/ (127-2) EGON

Okay.

ピーター イーゴン、この秀才ぶちめ… おまえすべてわかってんだろうが。オレ達にも教えたらどうだ。え〜?

~~SOUND FX~~/ イーゴン わかった。

NOTES/

TIMING/

ACTION/

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ ② ③ EGON PUTS UP FINGERS AS HE MAKES POINTS

イーゴンは、指的する度に1本ずつ指を立てていく

DIALOGUE/ (128) EGON (CONT)

One: Halloween started to celebrate night's creatures. Two: suddenly we're up to our hips in them. Three: night's falling everywhere. Four: time is slowing down.

イーゴン(続けて) ひとつ、ハロウィーンが夜の生き物を祝うものとして始まったこと。ふたつ、突然、そいつらがそこらじゅうに現われた。

~~SOUND FX~~/ みっつ、世界じゅうが夜になっている。よっつ 時間がゆっくりになっている

NOTES/

TIMING/

ACTION/ PAN SLIGHTLY AS EGON LEANS IN TOWARD CAM

カメラに向かって体をのりだしイーゴンに少しパン

DIALOGUE/ EGON (CONT)

Conclusion: it'll be Halloween forever.

イーゴン(続けて) 結論は 永遠のハロウィーンということだよ。

SOUND FX/

NOTES/

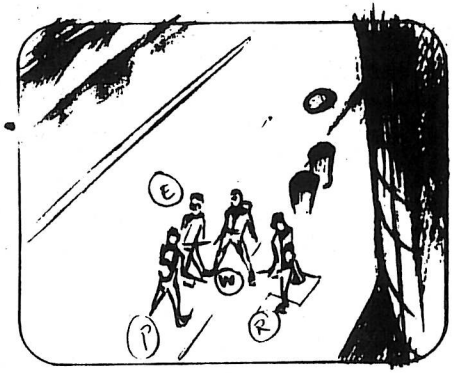
TIMING/

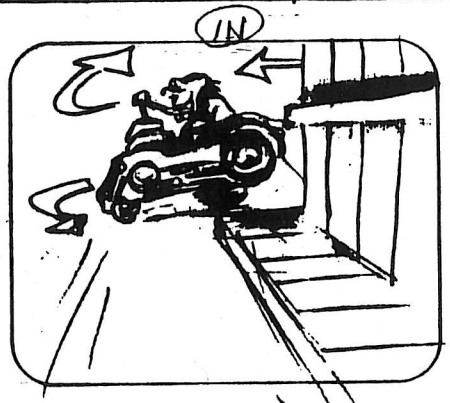
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 26

	SCENE 37	TIMING		SCENE 38	TIMING		SCENE 38	TIMING		SCENE 39	TIMING





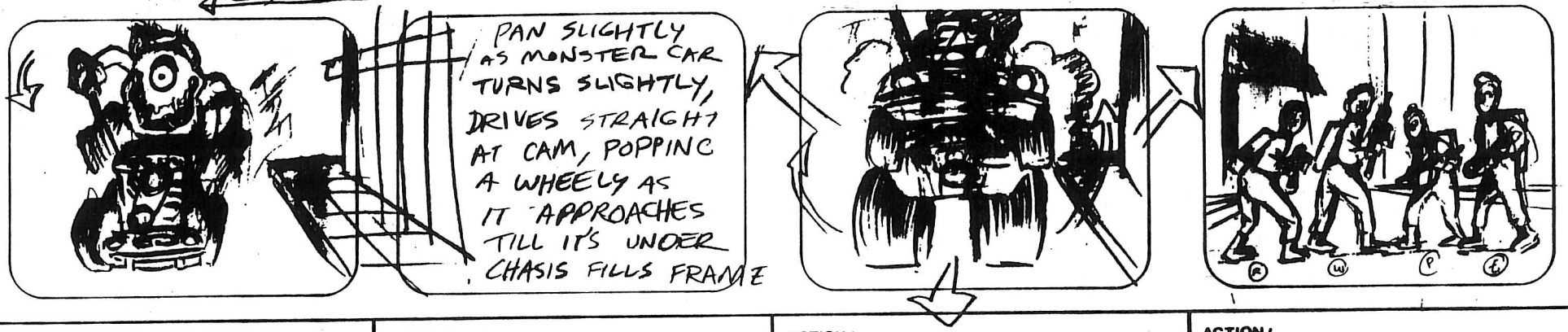
ACTION/ DOWN SHOT ON STREET - STREET IS BACK LIT, GUYS ARE UNDER LIT	ACTION/	ACTION/ THEY TURN TOWARDS NOISE	ACTION/ GOBLIN IN MONSTER CAR DRIVES IN FAST, TURNS CORNER -
DIALOGUE/ EGON (CONT) This night will never end.	C (30) PETER (BEAT) Actually, I think I liked not knowing a lot better.	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/ APPROACHING ENGINE ROARS	SOUND FX/ LOUD ENGINE SQUEELING TIRES
NOTES/	NOTES/	NOTES/	NOTES/ VEHICLES ARE OF A "GHOSTLY, STRANGE,
TIMING/	TIMING/	TIMING/	TIMING/ NATURE

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 27

SCENE 39	TIMING	SCENE 39	TIMING	SCENE 39	TIMING	SCENE 41	TIMING



ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE / SN 39	DIALOGUE / 130 WINSTON (WARNING) Watch it!
SOUND FX / ENGINE ROAR	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 28

SCENE 40	TIMING	SCENE 40	TIMING	SCENE 40	TIMING	SCENE 40	TIMING

ACTION/ GUYS RUN OUT OF WAY OF APPROACHING GHOST CAR --	ACTION/ GHOST CAR DRIVES IN OVER CAM --	ACTION/ PAN TO FOLLOW CAR AS IT TURNS SHARPLY ---	ACTION/
DIALOGUE/ 131 WINSTON (CONT) Split up!	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ LOUD ENGINE	SOUND FX/ SQUEELING TIRES	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 29

SCENE 40	SCENE 41	SCENE 42	SCENE 43
TIMING	TIMING	TIMING	TIMING

ACTION/ -- AND DRIVES BACK TOWARD EGON AND PETE WHO JUMP O.S.	ACTION/ WINSTON AND RAY FIRE PROTON BEAMS, AS DR PETE AND EGON,	ACTION/	ACTION/ WHO FIRES LYING ON HIS SIDE
DIALOGUE/	DIALOGUE/ (132) RAY (yecc) Stop that car!	DIALOGUE/ NO WALLAS	DIALOGUE/
SOUND FX/ LOUD ENGINE	SOUND FX/ PROTON BEAMS	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			2	30

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
44		44		44		44	

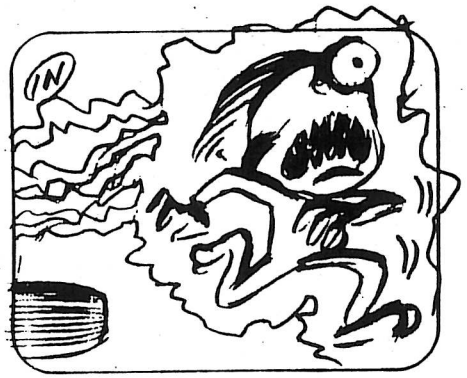
ACTION/ GOBLIN IN MONSTER CAR CONTINUES TO DRIVE ON BACK WHEELS	ACTION/ PROTON BEAMS GAIN IN, STOP CAR INSTANTLY CAR FALLS BACK ONTO ALL FOUR WHEELS —	ACTION/ — THEN FALLS APART, ALMOST EXPLODING, THROWING GOBLIN INTO AIR —	ACTION/ GOBLIN HITS, THEN JUMPS UP TO RUN AWAY
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ LOUD ENGINE	SOUND FX/ PROTON BEAM ~~~	SOUND FX/ CRASHING METAL	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

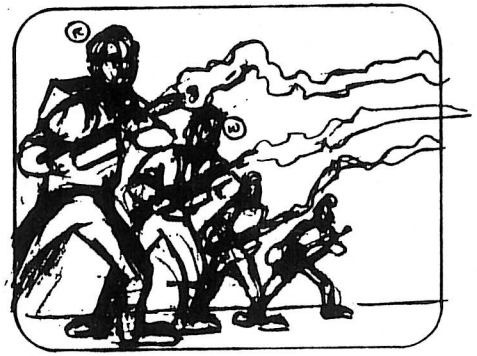
DIC AUDIO VISUAL

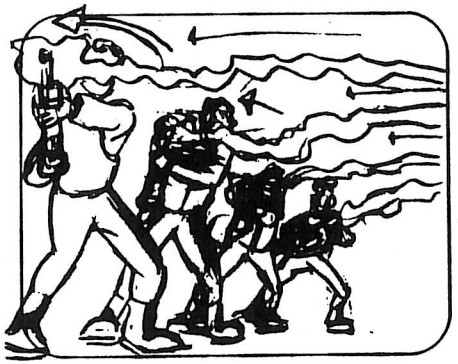
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 31

	SCENE 44	TIMING		SCENE 45	TIMING		SCENE 45	TIMING		SCENE 46	TIMING





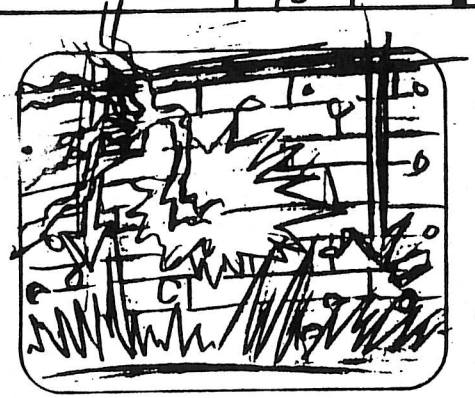


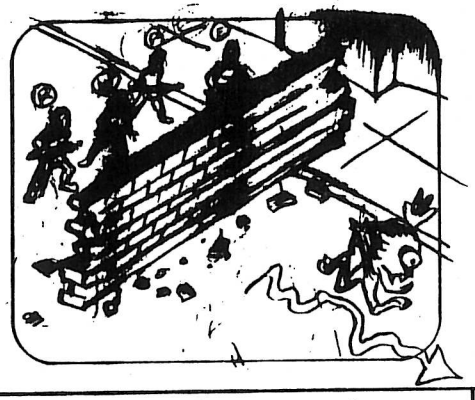
ACTION: PROTON BEAMS SHOOT IN, STOPPING HIM; HE RUNS IN PLACE	ACTION:	ACTION: THEY PULL BACK MAKING REELING IN MOTIONS	ACTION: GOBLIN IS PULLED BACK TOWARD CAM
DIALOGUE:	(133) PETER (GHOST TRAPPED IN BEAMS) "Is that sufficiently stopped, Ray? (134) RAY It'll do. C'mon,—	DIALOGUE: RAY (CONT) —let's reel it in!	DIALOGUE:
SOUND FX: PROTON BEAMS	SOUND FX:	SOUND FX:	SOUND FX:
NOTES:	NOTES:	NOTES:	NOTES:
TIMING:	TIMING:	TIMING:	TIMING:

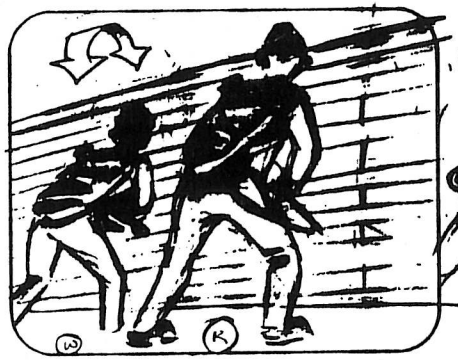
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				32

	SCENE 46	TIMING		SCENE 47	TIMING		SCENE 48	TIMING		SCENE 48	TIMING







ACTION/ SUDDENLY BRICK WALL FALLS INTO CAM, STOPPING PROTON BEAM	ACTION/ -- GOBLIN RUNS AWAY	ACTION/ WALL SWAYS BACK AND FORTH, THEN FALLS TOWARD WINSTON AND,	ACTION/ ,,, RAY -- THEY TURN, JUMP OS- WALL HITS RIGHT WHERE THEY WERE
134a (WALL FALLS INTO SCENE)	134c	134d	
DIALOGUE/ RAY Whoa!	DIALOGUE/ EGON What was that!	DIALOGUE/ WINSTON (WARNING) Watch it!	DIALOGUE/
134b PETER Hey!			
SOUND FX/ CRUNCH	SOUND FX/	SOUND FX/	SOUND FX/ CRASH
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 33

SCENE 48 TIMING	SCENE 49 TIMING	SCENE 50A TIMING	SCENE 50B TIMING

ACTION / WINTON, RAY LEAN BACK IN ウインストンとレイ そってフレームに	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALO (130) PETER (melodramatically) "It was quiet. Too quiet." ピーター (メロドラマ風に) "静かであった. あまりにも"	DIALOGUE / PETER (CONT) (to Winston) (GLOATING) I always wanted to say that. ピーター (続いて) (ウインストンに)(満足げに) これ. いつも言ってみたかったんだ.
SOUND FX / TOTAL SILENCE NOTES / 完全なる静寂 TIMING /	SOUND FX / ~~~~~ NOTES / TIMING /	SOUND FX / NO SFX OF ANY NOTES / 全てのSFX無し TIMING /	SOUND FX / KIND NOTES / TIMI

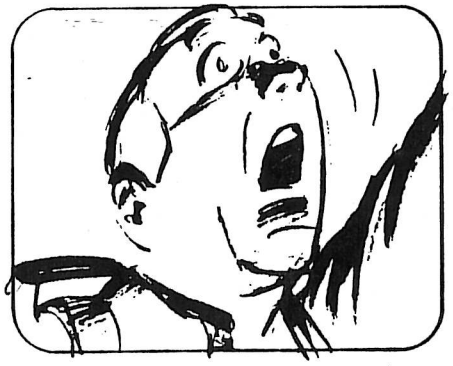
Make Pstr,

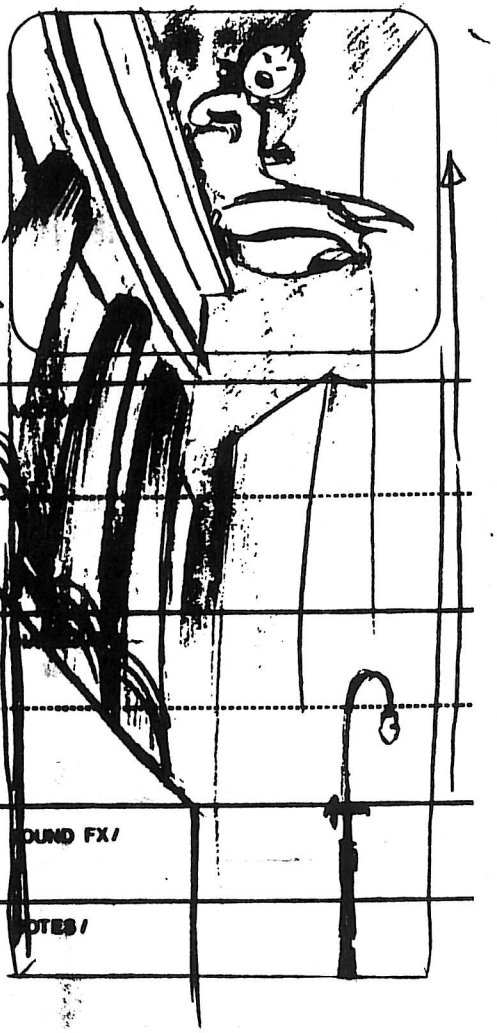
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 34

SCENE 51	TIMING	SCENE 51	TIMING	SCENE 51	TIMING	SCENE 52	TIMING





ACTION / YAY LOOKS

ACTION / AROUND, SEES SOMETHING

ACTION / REACTS, POINTS O.S.,

DIALOGUE /

DIALOGUE /

DIALOGUE / Look! Up there! (137) RAY

(138) SAMHAIN
Why are you bothering my little ones?

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES / PAN UP TO SAMHAIN ON TOP OF BUILDING - HE SAYS D.A.I. WHEN CAM REACHES HIM

NOTES /

TIMING /

TIMING /

TIMING /

TIMING /

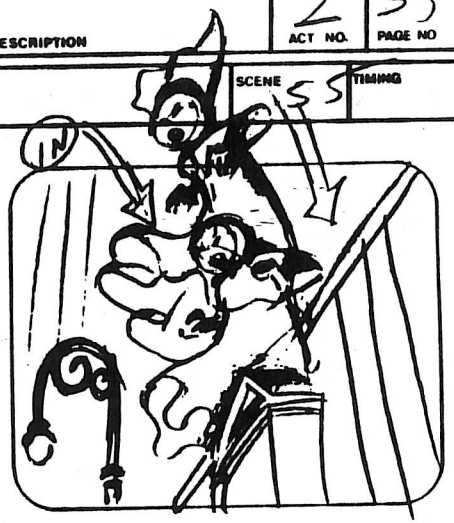
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 35

SCENE 53	TIMING	SCENE 54	TIMING	SCENE 54	TIMING	SCENE 55	TIMING

R W P C



ACTION/ BUSTERS FIRE PROTON BEAMS

RAY
IT'S THE GREAT PUMPKIN!

DIALOGUE /

SOUND FX/ PROTON BLAST

NOTES/

TIMING/

ACTION/ SAMHAIN JUMPS O.S. —

DIALOGUE/ ~~PETER LET'S SEND THE GREAT PUMPKIN BACK TO THE PUMPKIN PATCH.~~

SOUND FX/

NOTES/

TIMING/

ACTION/ BEAMS STRIKE BUILDING WHERE HE WAS

PETER
LET'S SEND HIM BACK TO

DIALOGUE/

SOUND FX/ PROTON BLAST — SHATTERING STONE

NOTES/

TIMING/

ACTION/ SAMHAIN FLIES IN, LANDS ON BUILDING ACROSS THE STREET

THE PUMPKIN PATCH!

DIALOGUE/

SOUND FX/

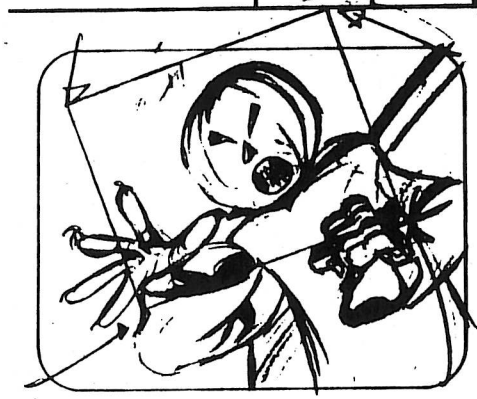
NOTES/

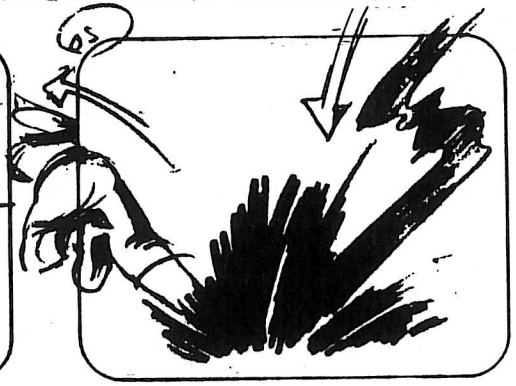
TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			2	36

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
56		57		57		57	





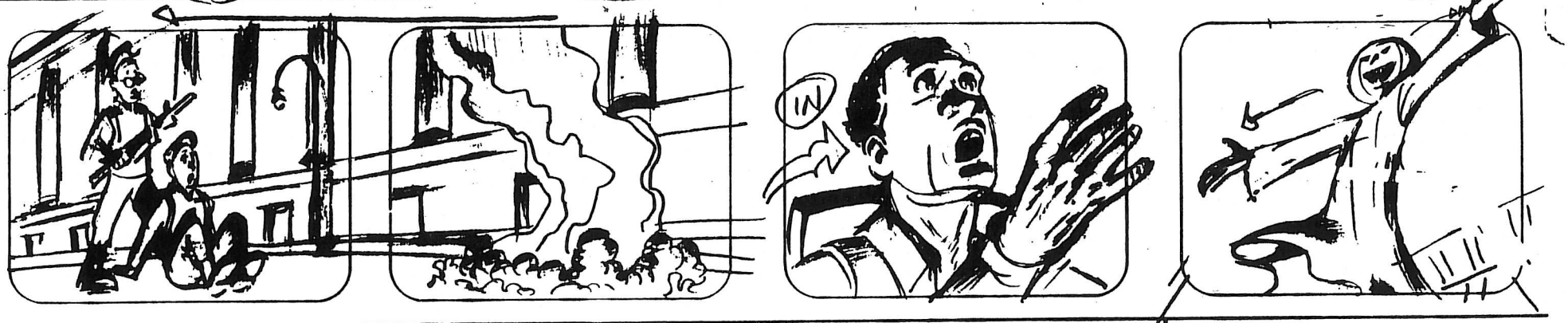
ACTION/ TILT TRUCK I/U ON SAMHAIN	ACTION/	ACTION/ HE REACTS IN FEAR TO SOMETHING O.S,	ACTION/ HE DIVES O.S, JUST AS BLACK LIGHTNING BOLT HITS WHERE HE WAS
(139) SAMHAIN (MAD) I repeat: why are you bothering my little ones?	(140) (NASTY) DIALOGUE/ PETER – OH, YOU MEAN THOSE LITTLE CREEPS WE'VE BEEN BLASTING ALL NIGHT?	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/ LIGHTING CRASH
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 31

SCENE 57	TIMING	SCENE 57	TIMING	SCENE 58	TIMING	SCENE 59	TIMING



ACTION (2) PAN BACK TO PETE SITTING AT EGON'S FEET	ACTION (1) PAVEMENT IS BUBBLING LIKE LAVA - STEAM RISING OFF IT IS GLOWING WHITE	ACTION WINSTON STEPS FOWARD IN	ACTION SAMHAIN THROW ARMS WIDE
(141) EGON (AFTER BEING STRUCK) I think cautious diplomacy would be our best bet here.	DIALOGUE	DIALOGUE (143) WINSTON (TO SAMHAIN) YOU SAY THOSE-- THINGS... ARE YOUR LITTLE ONES?	(144) SAMHAIN (GRANDIOUS) All things of the night are mine, on this night more than any other. For I am Samhain --~~I am Halloween~~
(142) PETER Yeah, now you tell me.			
SOUND FX	SOUND FX	SOUND FX	SOUND FX
NOTES	NOTES	NOTES	NOTES
TIMING	TIMING	TIMING	TIMING

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			2	38

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
59A		60		No #61		62	

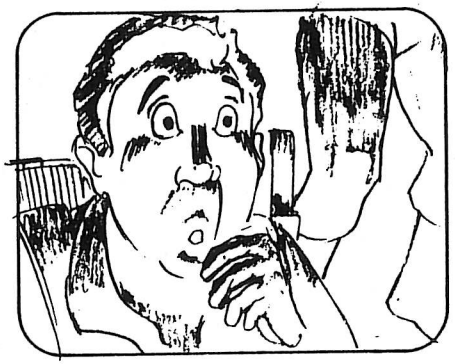
ACTION / SAMHAIN BENDS FOWARD INTO CAM カメラに向かい、前かがみになるサムヘイン PAN サムヘインから、通りにいるバスターズに パンダウン DOWN FROM SAMHAIN TO GHOSTBUSTERS ON STREET	ACTION /	ACTION /	ACTION /
DIALOGUE / 144A SAMHAIN- I AM HALLOWEEN! サムヘイン 私はハロウィーンだから!	DIALOGUE / SAMHAIN-(EVIL LAUGHTER FOR 4 1/2 SECONDS)	DIALOGUE /	145 RAY ~~Of~~ course! Halloween began as the feast of Samhain! Samhain was supposed to be a creature of night -- レイ、ハロウィーンはサムヘインの祭りとして始まったんだ! サムヘインは夜が生み出したことになってるんだ…
SOUND FX /	~~SOUND FX~~ / サムヘイン.(悪魔的笑い 4½秒の間)	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 39

SCENE 62	TIMING	SCENE 63	TIMING	SCENE 64	TIMING	SCENE 64A	TIMING



ACTION/ RAY HAS ANOTHER REALIZATION

すん何かに気づいたように。

DI' RAY (CONT) (sudden dwindling enthusiasm) -- who -- no one -- could stop. oboy.

レイ(続けて)(突然 声の勢いが落ちて)
そして…誰も 止められない。何てこった

SOUND FX/

NOTES/

TIMING/

ACTION/

(146) SAMHAIN
'It is good to know I am remembered. I [illegible]A was trapped in stone for so many centuries, I was not sure my name survived.

サムヘイン 覚えてくれているとはうれしいことだ。あまりにも長い間、石の中に閉じ込められていたので忘れられてしまったのではないかと思っていた

~~SOUND FX/~~

NOTES/

TIMING/

ACTION/

(147) EGON
The Irish relics. I was right. He must have been released somehow.

イーゴン
アイルランドの遺跡だよ。ボクの思った通りだ。やはり逃れ出たに違いない。

SOUND FX/

NOTES/

TIMING/

ACTION/ ON PETE

ピーターに

DIALOGUE/

(140) PETER
Okay, No problem. You're new in town, out of the house for the first time in twelve hundred years -- you want a little excitement. Hey, I can understand that.

~~SOUND FX/~~ ピーター
オーケー、わかったよ。おじさんは、郷の新顔だ。1200年ぶりに外へ出たんだから

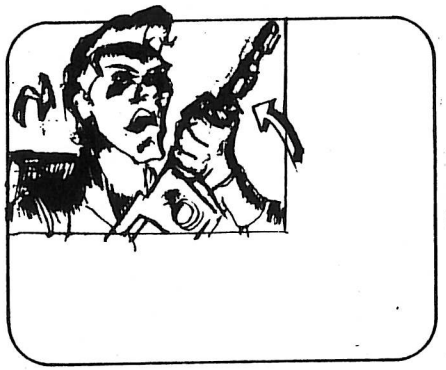
NOTES/ 楽しみたいのもわかるよ。よくわかるとも。

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			2	40A

CONT.	SCENE 64A	TIMING		SCENE 65A	TIMING		SCENE 65B	TIMING		SCENE 65B	TIMING



ACTION/ PETE LIFTS IN GUN	ACTION/ TRUCK IN ON SAMHAIN--	ACTION/	ACTION/ GUYS REACT
ガンを上げるピーター	サムヘインにT.I.		
DIALOGUE/ (149) PETER (cont'd) So: when're you taking the next train out of town?	(150) SAMHAIN I am not leaving. I have come to give my gift: the gift of eternal night, eternal Halloween, eternal -- me!	(151) PETER I don't suppose you'd consider a gift we could exchange -- maybe some nice socks...	DIALOGUE/
ピーター(続けて) それで、いつの列車で街を出るんだい?			
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 40B

SCENE 65A	TIMING	SCENE 65B	TIMING	SCENE 65C	TIMING	SCENE 66	TIMING

ACTION/ PAN OVER TO PETE LAYING ON PAVEMENT	ACTION/ PETE JUMPS O.S JUST AS BLACK LIGHTNING BOLT SHOOTS IN	ACTION/ -- SAMHAIN BENDS FOWARD INTO CAM カメラの方に身をかがめる	ACTION/ EGON REACHES INSIDE OF COVER ALLS
(2)	(1)	(153)	(154)
D Cut that out! (152) PETER Look, don't make me come up there.	DIALOGUE/	SAMHAIN I give you one last warning: leave us alone. The spirit of Halloween cannot be stopped by mere mortals!	DIALOGUE/ EGON Yeah, well, this mortal would like to get a better look at you. イーゴン そうかい。この人間がおまえさんをもっとよく見たいんだけどね
SOUND FX/	SOUND FX/ KERBLAM	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 4

SCENE 66	TIMING	SCENE 67	TIMING	SCENE 67	TIMING	SCENE 68	TIMING

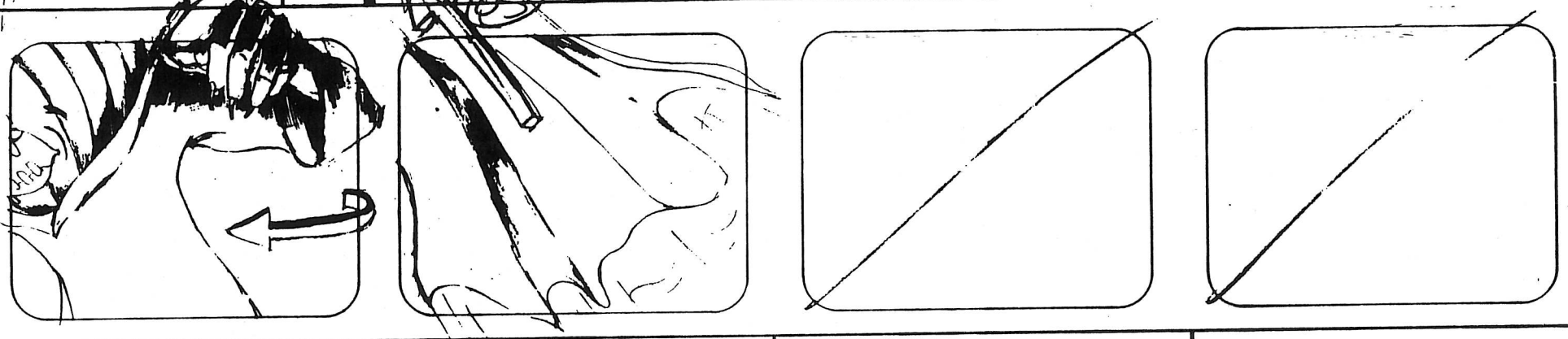
ACTION: EGON PULLS OUT FLASHLIGHT, SHINES IT AT CAM	ACTION: FLASHLIGHT BEAM HITS SAMAIN, WHO COWERS AWAY FROM IT,	ACTION:	ACTION:
DIALOGUE:	DIALOGUE: (155) SAMHAIN (snarls in pain & anger) of pretty beam		D (156) SAMHAIN Fools! You have sealed your doom!
SOUND FX:	SOUND FX:	SOUND FX:	SOUND FX:
NOTES:	NOTES:	NOTES:	NOTES:
TIMING:	TIMING:	TIMING:	TIMING:

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 42

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	68			68							



ACTION /	ACTION /	ACTION /	ACTION /
SAMHAIN TURNS BACK TOWARD CAM, 11,	JUMPS (OS)		
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

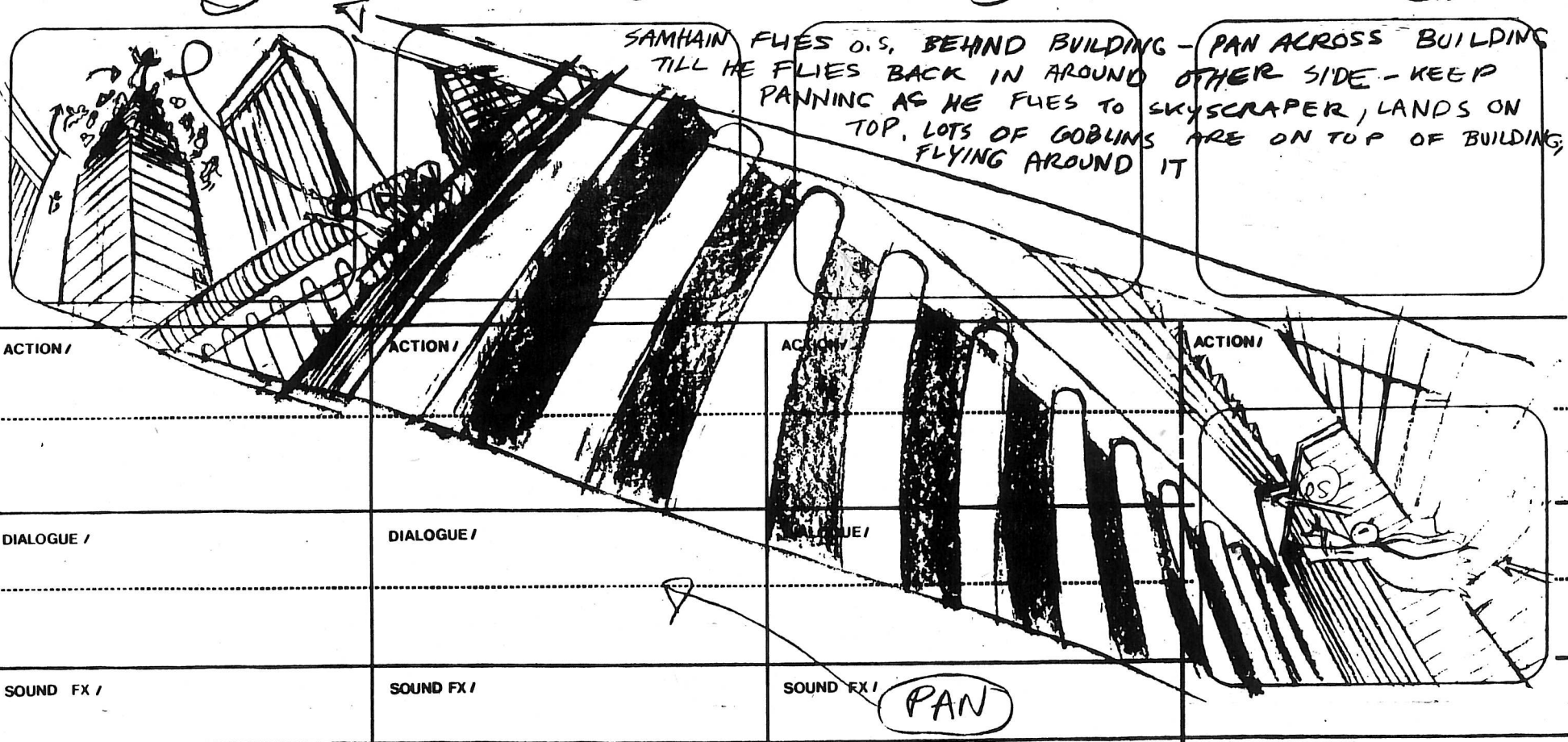
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 43

SCENE 69	TIMING	SCENE 69	TIMING	SCENE 69	TIMING	SCENE 69	TIMING

SAMHAIN FLIES O.S, BEHIND BUILDING - PAN ACROSS BUILDING TILL HE FLIES BACK IN AROUND OTHER SIDE - KEEP PANNING AS HE FLIES TO SKYSCRAPER, LANDS ON TOP. LOTS OF GOBLINS ARE ON TOP OF BUILDING, FLYING AROUND IT



ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	
SOUND FX /	SOUND FX /	SOUND FX /	
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 44

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	10			11			11			12	

ACTION/ GHOSTBUSTER LOOK O/S, TOWARD BUILDING

ACTION/ PETE TURNS TOWARD EGON, WHO IS TURNING FLASH-LIGHT ON AND OFF, LOOKING AT IT, THINKING.

ACTION/ SUDDENLY, HE HAS REALIZATION

ACTION/

DIALOGUE/ (157) PETER (TO guys, quietly) Shy little fella, isn't he?

DIALOGUE/ PETER (CONT) Probably overcompensating for a poor self-image.

DIALOGUE/ (158) EGON (IDEA) That's it!

DIALOGUE/ (159) PETER What's it? Should we make fun of the way he dresses?

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO. 2	PAGE NO. 45A

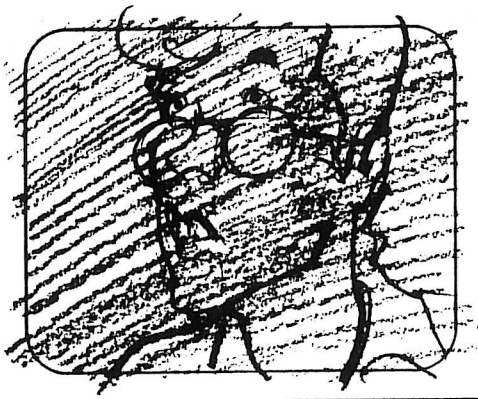
SCENE 73	TIMING	SCENE 74	TIMING	SCENE 74	TIMING	SCENE 74	TIMING

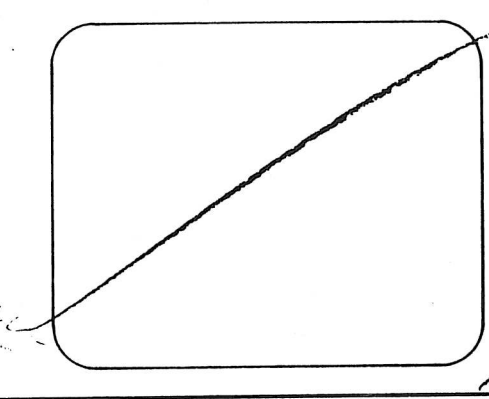
ACTION/ FLASHLIGHT BEAM HITS PETE, WHO SQUINTS	ACTION/	ACTION/ BEAM HITS WINSTON, WHO SQUINTS, TURNS AWAY--	ACTION/ --BEAM MOVES PAST WINSTON, HITS RAY, WHO ALSO SQUINTS, TURNS AWAY
DIALOGUE/ (1594) EGON (VO) (IRRITED) No!	DIALOGUE/ (160) EGON (VO) (CONT) It's the light!	DIALOGUE/ EGON (VO) (CONT) It drove him off!	(161) RAY (Bothered) It doesn't do much for me, either, Egon.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

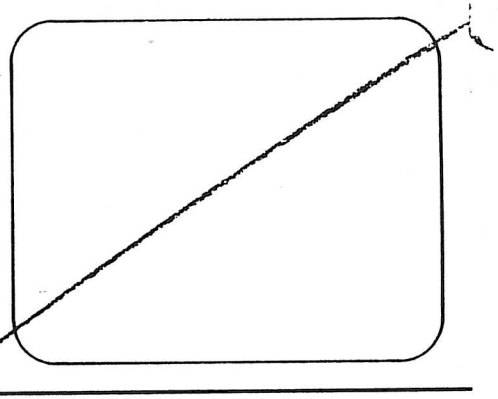
AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				45B

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
75A		75A				—	







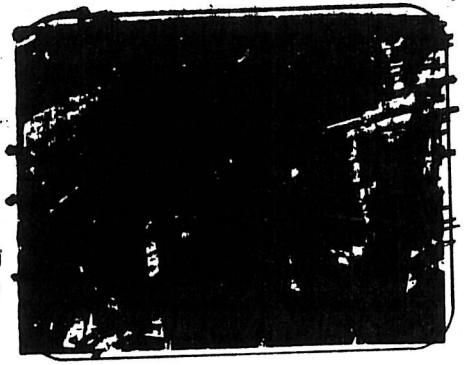
ACTION /	ACTION /	ACTION /	ACTION /
161a It hates light. All we have to do is turn on all the lights in the city! That might weaken it enough to --	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

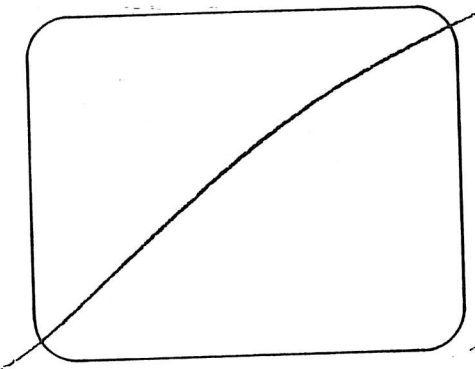
DIC AUDIO VISUAL

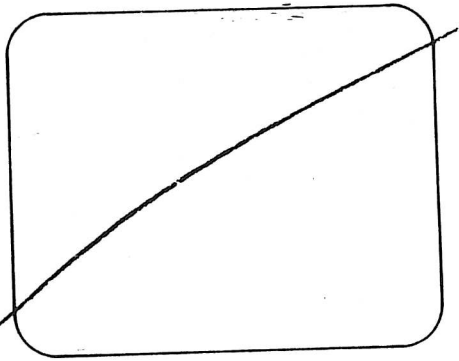
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 45C

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	75B			75B							







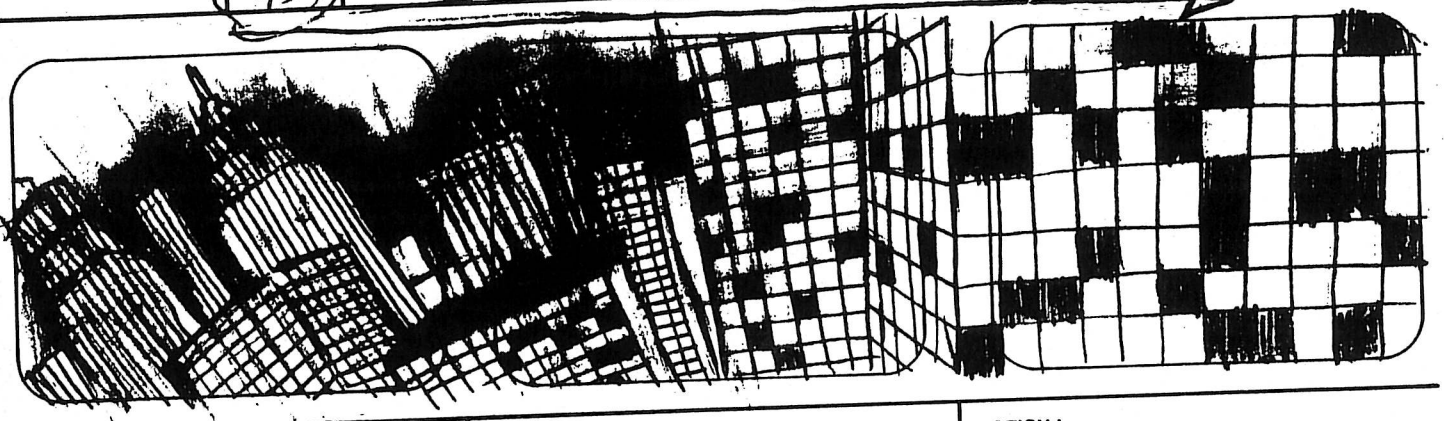
ACTION /	ACTION /	ACTION /	ACTION /
ALL THE LIGHTS IN THE 街のすべてのライトが消	CITY GO OFF えてしまう。		
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 46D

SCENE 75G | TIMING | SCENE 75C | TIMING | SCENE 75C | TIMING | SCENE | TIMING



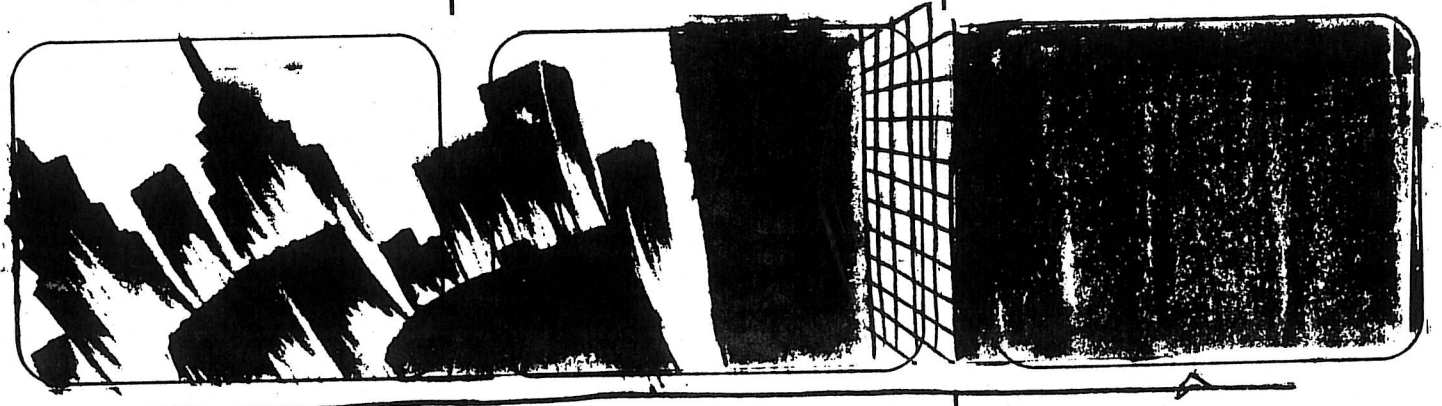
END PAN ON FRONT OF BUILDING, LEAVING CAM TOTALLY BLACK

建物の前面でパン止め。カメラ完全に黒になってよる

ACTION / PAN ACROSS SKYLINE AS ALL THE LIGHTS GO OFF

空をいれたビル街をパン

すべてのライトが消える



DIALOGUE /

SOUND FX /

NOTES /

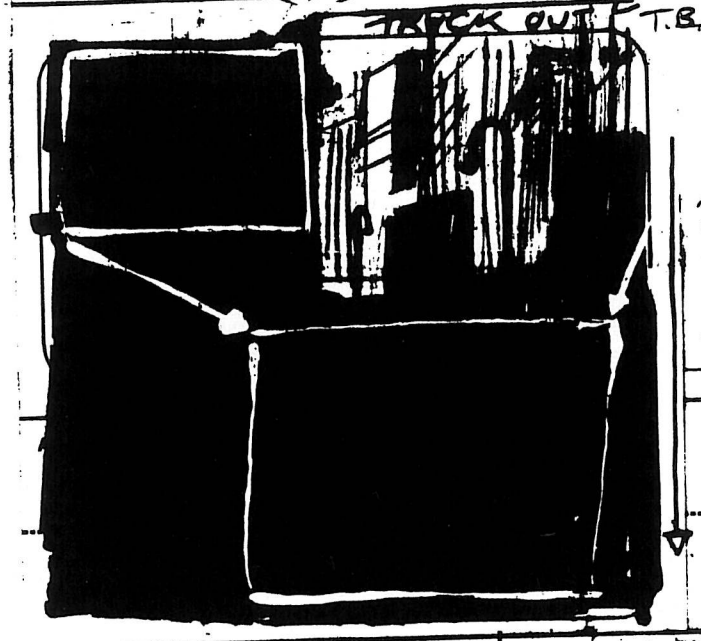
TIMING / TIMING / TIMING / TIMING /

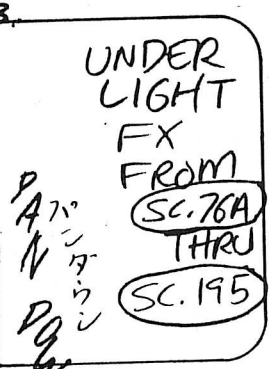
DIC AUDIO VISUAL

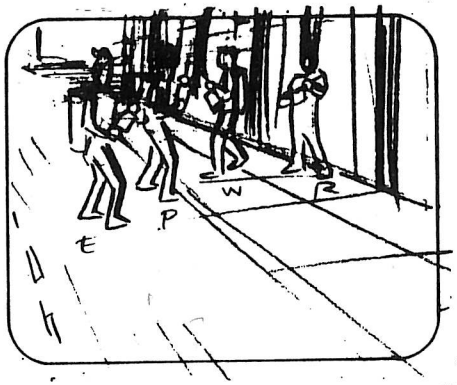
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 46E

SCENE 76A | TIMING | SCENE 76A | TIMING | SCENE 76A | TIMING | SCENE 77 | TIMING







ACTION/ THEN PAVEMENT AND SIDE-WALKS START TO GLOW GREEN, LIGHTING EVERYING FROM UNDERNEATH - STREETS ARE--

そして 車道も歩道も緑色に光り出す。光りはすべてを下から照らし出す。通りは

ACTION/ -- BACK LIT - BUSTERS ARE UNDER LIT - WINSTON FIRES PROTON GUN

後方から照らされている バスターズは下から照らされる

DIALOGUE/ TRUCK IN

(163) WINSTON (OS)
Oh, no! Power failure! The whole city's blacked out!
ウィンストン(オフ) オーノー! 停電だ! 街中が暗だ!

(164) PETER (OS)
Maybe you shouldn't have announced our plan quite so loudly.

DI (165) RAY
St. Elmo's Fire. Enough for those things to see by, but harmless -- to us, and them.

(166) WINSTON
At least our power packs are still working.

ACTION TRUCK OUT FROM SIDE OF OTHER BUILDING IN TOTAL SHADOW TO SHOW STREET - THE BULLDINGS --

T.B. 完全に暗くなった 別の建物の側面から 通りを見せる。建物は

STILL VISIBLE BUT THE PAVEMENT SWATHED IN INKY BLACKNESS - TRUCK IN AGAIN -

まだ見えるが 車道は インクのような黒で包まれたようになる

もう1度 T.I.

SOUND FX/

SOUND FX/ PROTON BLAST

OTES/ SCENES 76A - 197 ARE LIT BY GREEN GLOW FROM STREET

NOTES/

TIMING/ ~34 通りからの緑色の光で照らされている

TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | AC. NO. | PAGE NO. 46F

SCENE 77	TIMING	SCENE 77	TIMING	SCENE 78	TIMING	SCENE 79	TIMING

ACTION /

ACTION /

ACTION / EGON WALKS AWAY FROM GUYS; THEY HAVE TURNED TOWARDS HIM, CALL AFTER HIM

イーゴンは皆から歩き去る。皆彼のほうを向き、呼ぶ。

ACTION /

DIALOGUE / (166) EGON
That's it! I know what to do, but I need a distraction.

イーゴン
それだ! わかったぞ。時間をかせいでくれ。

DIALOGUE /
みんなで

DIALOGUE / (167) WINSTON (calling after him)
Wait! What should we do?

ウインストン (イーゴンに向かって)
待てよ! オレたち何をすりゃいいんだ?

DIALOGUE / (168) EGON
Try a frontal attack.
That'll keep him busy.

イーゴン 正面攻撃をやってみる。しばらくはもつだろう

SOUND FX / FINGER SNAP

SOUND FX /

SOUND FX /

SOUND FX /

NOTES / 指をはじく音

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 47

SCENE 79	TIMING	SCENE 80	TIMING	SCENE 81	TIMING	SCENE 82	TIMING

ACTION/ STOP PAN — EGON GAINS O.S

ACTION/ GUYS WATCH EGON TURN CORNER, GO O.S.

ACTION/ PETE TURNS TOWARD GUYS, WALKS UP TO CAM

ACTION/ HE WALKS PAST WINSTON AND RAY

DIALOGUE/

DIALOGUE/

(170) PETER (To others)
I don't know -- giving us the easy stuff, do you think that's fair?
DIALOGUE/

DIALOGUE/ (171) WINSTON
I'd sure feel a lot better —

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

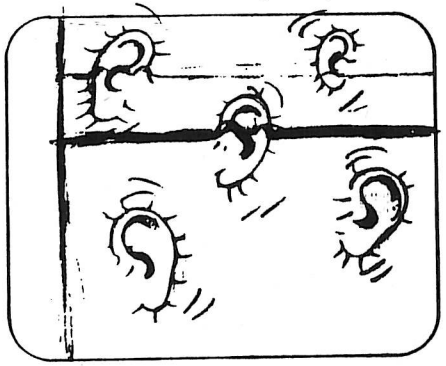
TIMING/

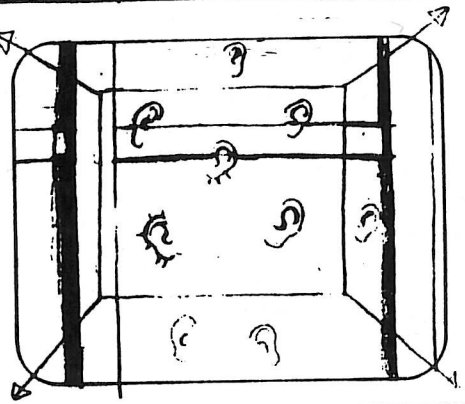
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 48

SCENE 82	TIMING	SCENE 83	TIMING	SCENE 83	TIMING	SCENE 83	TIMING





ACTION/ WINSTON TURNS TO PROFILE, WALKS O.S. AFTER PETE	ACTION/ RAY SAYS DIAL, WALKS O.S.	ACTION/ CLOSE ON WALL BEHIND RAY, WITH EARS WIGGLING ON IT.	ACTION/ THEN TRUCK OUT
			DISSOLVE
DIALOGUE/ WINSTON (CONT) --if I knew what Egon had in mind.	(172) RAY Guess he couldn't take the risk of being overheard. The walls have ears around here.		DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			2	49

SCENE 84	TIMING	SCENE 85	TIMING	SCENE 86	TIMING	SCENE 87	TIMING

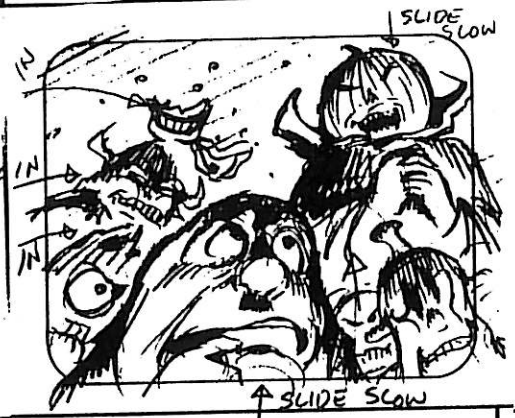
ACTION/ DOWNSHOT ON BUSTERS (EXCEPT EGON) WALKING TOWARD SAMHAINS BUILDING- TRUCK OUT	ACTION/ TOP OF BUILDING WITH SAMHAIN AND GHOSTS- TRUCK IN SLOW	ACTION/ ANGLE ON SLIMER (LOOKING HYPNOTIZED) BEING HELD ONTO BY GOBLIN - PAN UP.	ACTION/ ,,, PAST FLOATING EYE AND MOUTH TO SAMHAIN--
DIALOGUE/	DIALOGUE/ (172) SAMHAIN (EVIL LAUGHTER)	DIALOGUE/ (173) SAMHAIN (OS) Your mortal friends cannot help you. Only I can save you.	
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

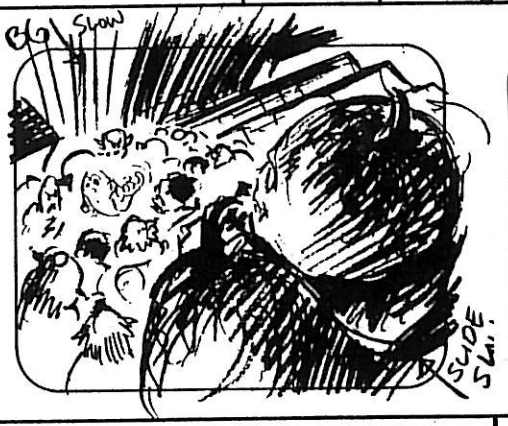
DIC AUDIO VISUAL

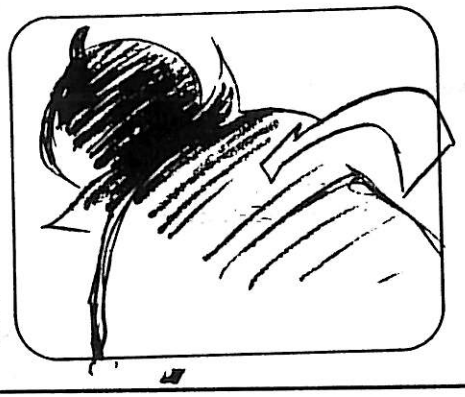
MAINTITLE

SHOW NO. | DESCRIPTION | NO. | PAGE NO. 30

SCENE 87	TIMING	SCENE 88	TIMING	SCENE 89	TIMING	CONT.	SCENE	TIMING







ACTION /

ACTION / GOBLINS POKE INTO SC. AS SLIMER LOOKS BACK AT SAMHAIN

ACTION / SLIMER TURNS AND BECKONS TO SAMHAIN

ACTION / WHO LEANS TOWARDS SLIMER

DIALOGUE /

DIALOGUE /

DIALOGUE /

DIALOGUE /

174 SAMHAIN (cont'd)
Deny them. Swear allegiance to my army of the night, and I may permit you to exist.

SOUND FX /

SOUND FX / ~~SOUND FX~~ CREATURES - HAPPY GRUMBLING

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

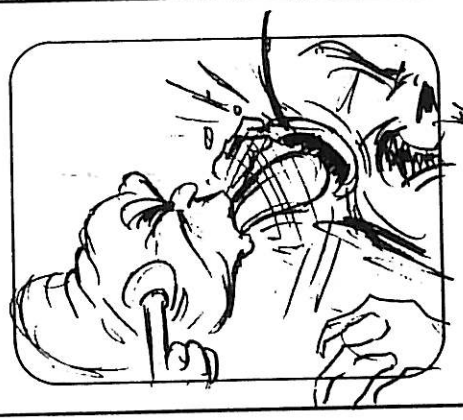
TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 51

SCENE 90	TIMING	CONT.	SCENE	TIMING	CONT.	SCENE	TIMING	CONT.	SCENE	TIMING



ACTION/ SLIMER LOOKS AROUND SUSPICIOUS AS SAMHAIN LEANS INTO SC.	ACTION/ SLIMER CALMLY MOVES TO WHISPERS INTO SAMHAIN'S EAR ...	ACTION/ THEN GIVES A HUGE RASPBERRY	ACTION/ GOBLINS JUMP ON SLIMER AND KNOCK HIM O.S.
		(174a)	
DIALOGUE/	DIALOGUE/	DIALOGUE/ SLIMER — BIG RASPBERRY →	DIALOGUE/ CUT OFF
			(174b) GOBLINS — ANGRY SKUFFLE
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/ STRUGGLE
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | PAGE NO. 52

CONT.	SCENE	TIMING		SCENE 91	TIMING	CONT.	SCENE	TIMING		SCENE 92	TIMING

ACTION/ CAM. JAR AS STRUGGLE OCCURS O.S.

(174c)

DIALOGUE/ GOBLINS - STRUGGLE CONT.

SOUND FX/ STRUGGLE

NOTES/

TIMING/

ACTION/ GOBLINS HOLD SLIMER STREATCHED OUT.

DIALOGUE/ (175) GOBLIN (furious) Kurtalvie! Zarthnash zik Samhain!? Kie vo sssshhhhhaaaaaaaaaaaaa--

SOUND FX/

NOTES/

TIMING/

ACTION/ ALL REACT TO SAMHAIN'S COMMAND O.S.

(175a) SAMHAIN - (O.S.) NOT YET.

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

BG to Slow

ACTION/ THEIR P.O.V. SAMHAIN (BACK LIT)

DISSOLVE

DIALOGUE/ (176) SAMHAIN We may yet have need of this one.

SOUND FX/

NOTES/

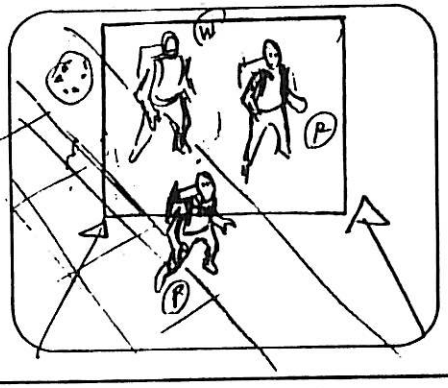
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO | DESCRIPTION | ACT NO. I | PAGE NO 52B

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	46										



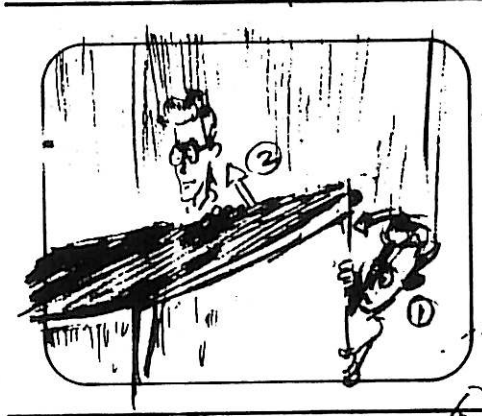
ACTION / TRUCK IN ON THE GUYS	ACTION /	ACTION /	ACTION /
DIALOGUE / SAMHAIN (GS) (DISTAINT EVIL LAUGH)	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

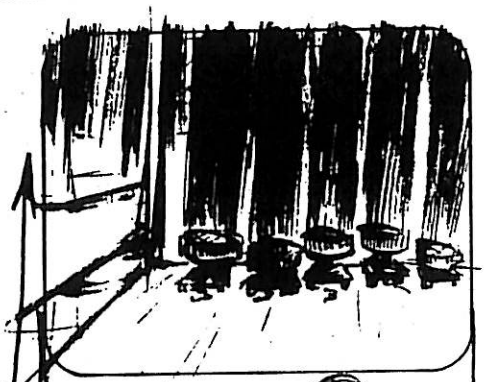
DIC AUDIO VISUAL

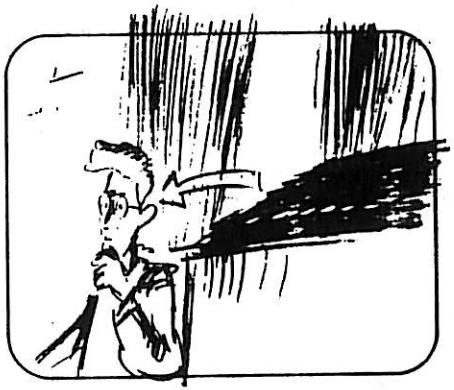
MAINTITLE

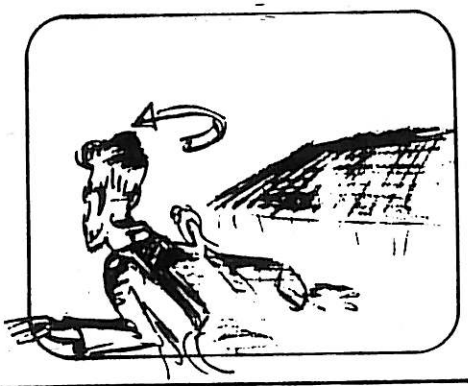
SHOW NO. | DESCRIPTION | ACT NO. 11 | PAGE NO. 54

SCENE 100	TIMING	SCENE 101	TIMING	SCENE 102	TIMING	CONT	SCENE 102	TIMING









ACTION/ HIS HEAD DISSAPEARS FROM BEHIND THE DUMPSTER, AND POPS OUT THE TOP.

PAN

ACTION/

ACTION/ EGON STEPS OUT FROM BEHIND THE DUMPSTER.

ACTION/ HE REACTS TO THE NOISE OF GOBLIN-CI 6.

DIALOGUE/

DIALOGUE/ PAN UP TO SHOW LOT WITH SEARCHLIGHTS.

(179) EGON (VO)
Bingo!

(180) EGON (TO HIMSELF)
Now if only I could figure out a way to --

DIALOGUE/

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/
SCREECH

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

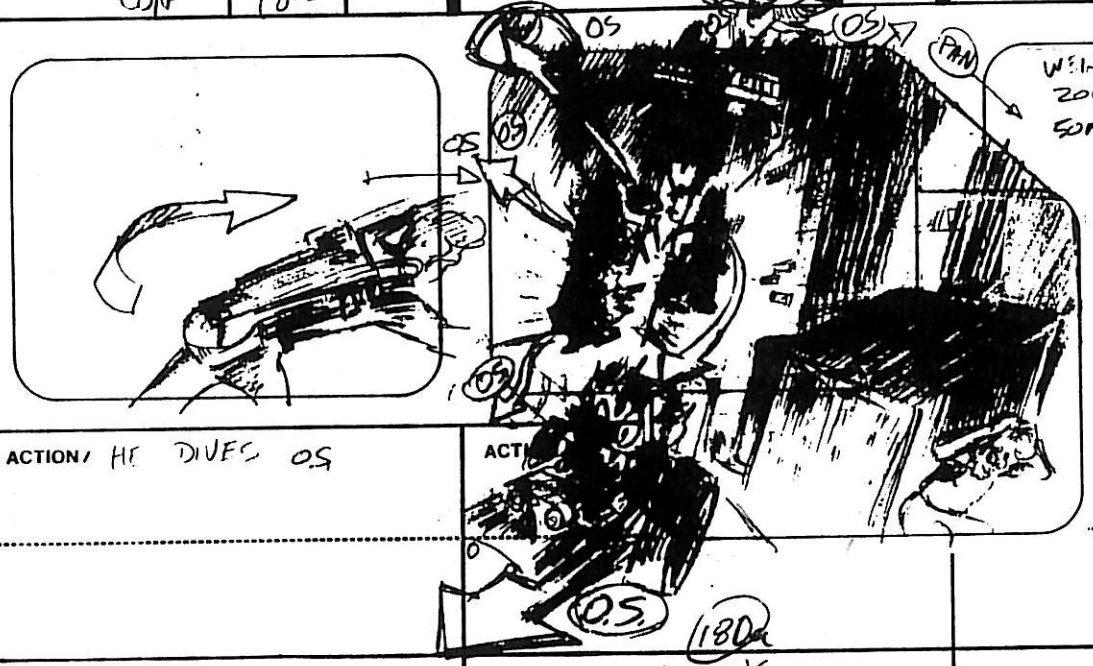
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 1 | PAGE NO. 55

CON	SCENE 102	TIMING		SCENE 103	TIMING		SCENE 103	TIMING		SCENE	TIMING



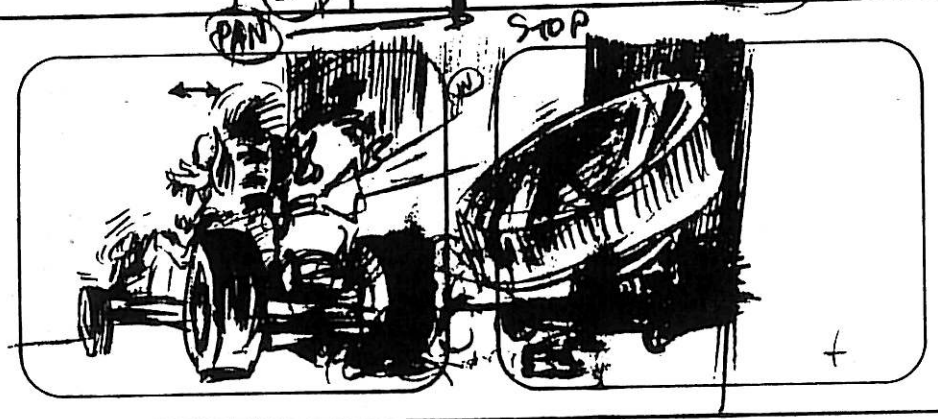
WEIRD GOBLIN CREATURES ZOOM UP THE ALLEY. SOME FLYING, SOME DRIVING WEIRD CARS AS THEY COME TOWARDS CAMERA, CAMERA PANS DOWN TO SHOW EGON HIDING.

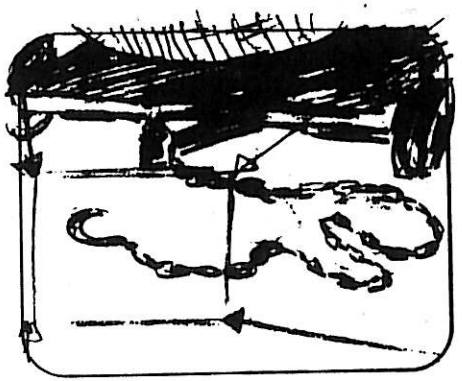
ACTION / HE DIVES OS	ACTION /		ACTION /
DIALOGUE /	DIALOGUE / GOBLINS HYSTERICAL LAUGHTER.	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

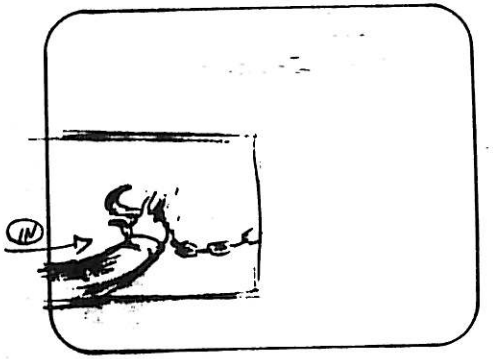
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			I	50

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
104		104		105		105 CONT.	







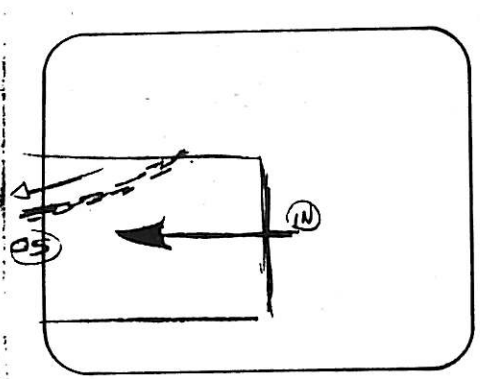
ACTION/ A GOBLIN CAR ENTERS SC AND PAUSES. PAN TO →	ACTION/ THE SEARCHLIGHT ON WHEELS	ACTION/ TRUCK IN ON THE HOOK ATTACHED TO THE SEARCHLIGHT.	ACTION/ A HAND REACHES IN AND..
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

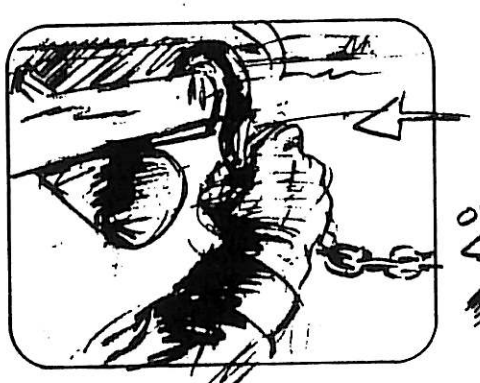
DIC AUDIO VISUAL

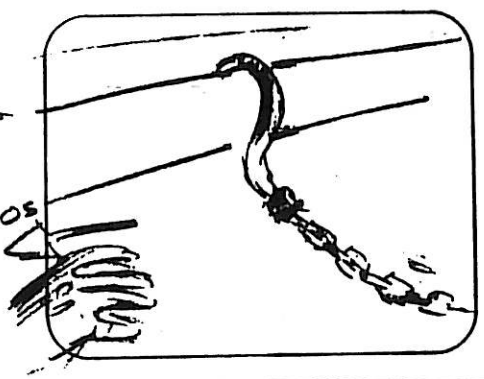
MAINTITLE

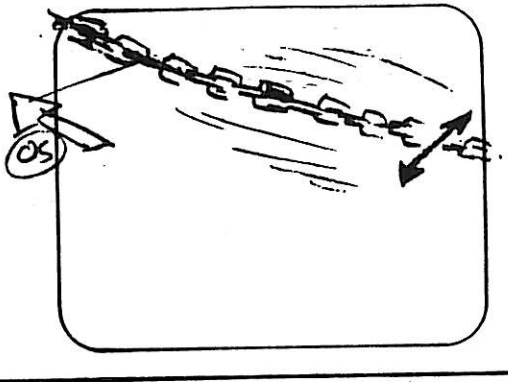
SHOW NO. | DESCRIPTION | ACT NO. I | PAGE NO 57

CONT.	SCENE 105	TIMING		SCENE 106	TIMING	CONT	SCENE 106	TIMING	CON	SCENE 106	TIMING







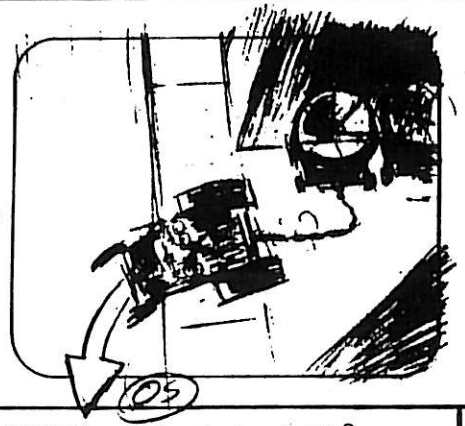


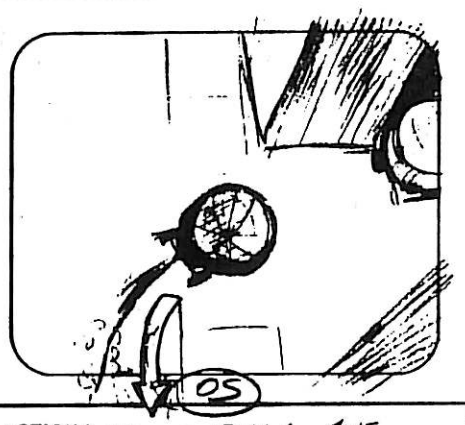
ACTION/ PULLS IT OS.	ACTION/ THE HAND ENTERS SC AND ATTACHES THE HOOK TO THE REAR BUMPER OF THE GOBLIN-CAR.	ACTION/ HAND OS.	ACTION/ THE GOBLIN CAR GOES OS PULLING IT IF CHAIN,
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

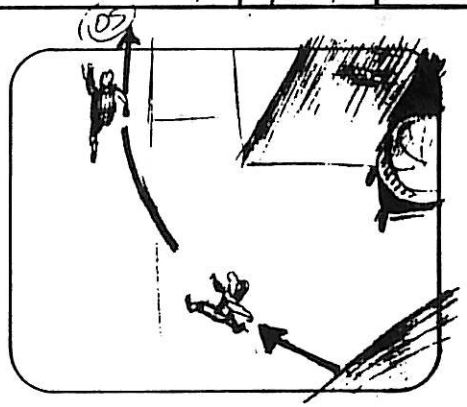
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			II	58

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	107		CONT	107		CONT.	107			108	







ACTION/ THE GOBLIN CAR GOES OS ...	ACTION/ ... AND IT PULLS THE SEARCH LIGHT WITH IT	ACTION/ EGON RUNS IN THE OPPOSITE DIRECTION AND OS.	ACTION/ EGON RACES INTO SC STOPS, TURNS, AND CALLS OUT TO THE GOBLINS.
			(ALERTING GOBLINS)
DIALOGUE /	DIALOGUE /	DIALOGUE /	(181) EGON (OS) (TO GOBLINS) (struggling to be obnoxious) Hey! Er... You! You in the car!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

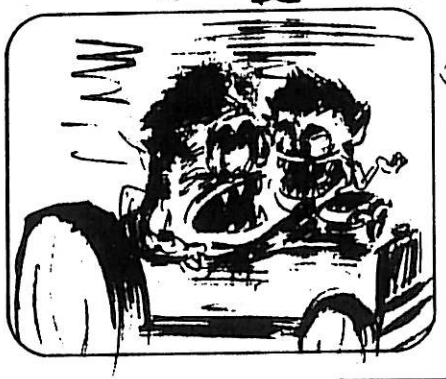
DIC AUDIO VISUAL

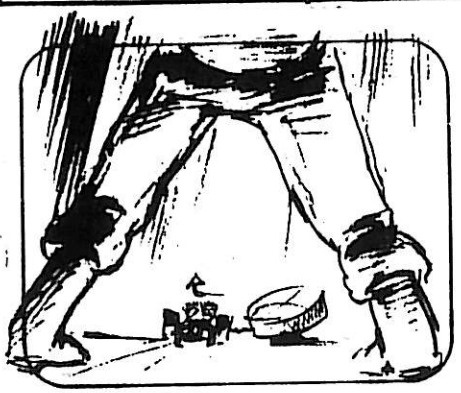
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO. 59

SCENE 109	TIMING	SCENE 110	TIMING	SCENE 110	TIMING	SCENE 111	TIMING

BG SPEED PAN





ACTION/	ACTION/ THE GOBLINS REACT	ACTION/ THE TURN AND GO OS	ACTION/ THE GOBLINS RACE TOWARDS CAM IN F.G.

(182) EGON (CONT.)- You call yourselves Goblins? Why, you're nothing but a--oh, gee--a bunch of-- zone dweebies!

(183) 1ST GOBLIN (react) Stukk! Kartash nee -- "Zone Dweebie?!"

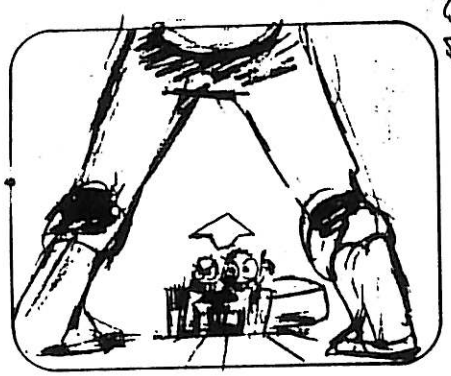
DIALOGUE/

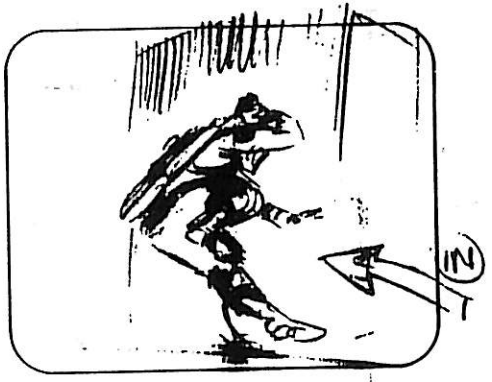
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

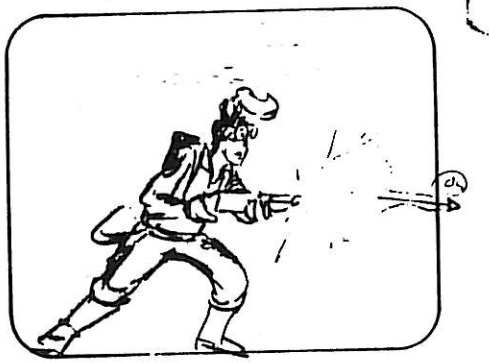
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				60

CONT	SCENE 111 -	TIMING	CONT	SCENE 111 -	TIMING		SCENE 112	TIMING	CONT	SCENE 112	TIMING







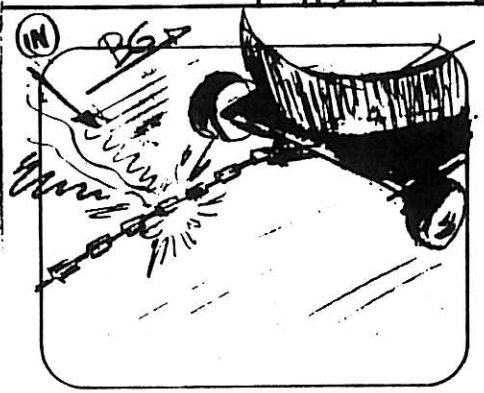
ACTION / THEY GET CLOSER.	ACTION / EGON LEAVES OS	ACTION / EGON JUMPS INTO SC. IN FRNT OF A CLOSED NEWSSTAND	ACTION / HE FIRES.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

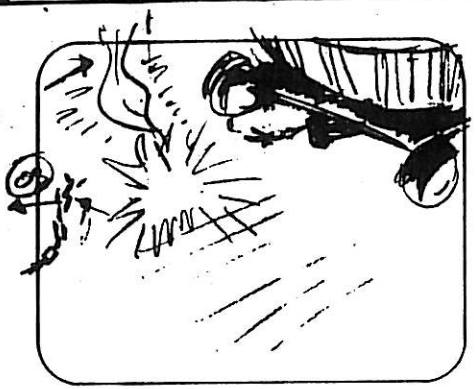
DIC AUDIO VISUAL

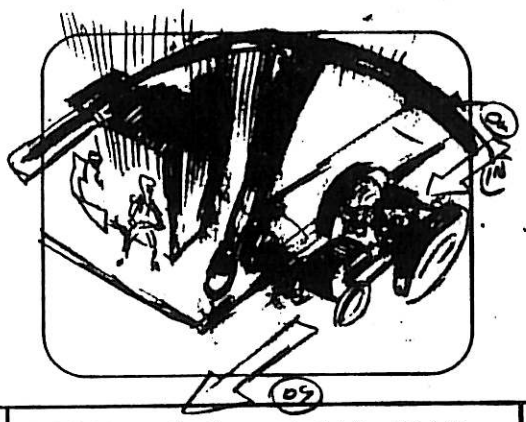
MAINTITLE

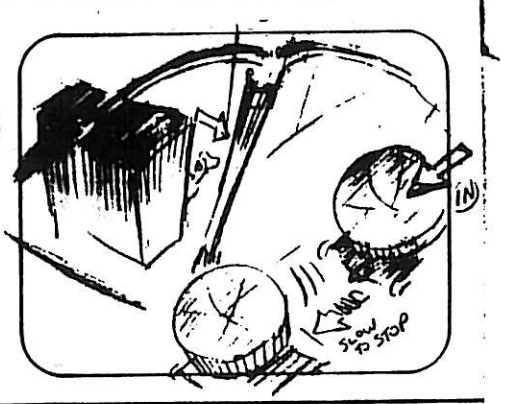
SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 61

SCENE 113	TIMING	CONT	SCENE 113	TIMING		SCENE 114	TIMING	CONT	SCENE 114	TIMING









ACTION / THE BEAM HITS THE CHAIN	ACTION / THE CHAIN BREAKS	ACTION / THE GOBLIN CAR RACES THRU ST. EGON HIDES BEHIND THE NEWSTAND	ACTION / THE SEARCHLIGHT COMES INTO (SO) AND STOPS.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			I	62

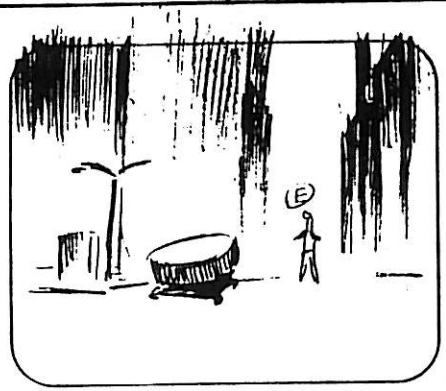
SCENE 115	TIMING	CONT	SCENE 115	TIMING		SCENE 116	TIMING		SCENE 116	TIMING

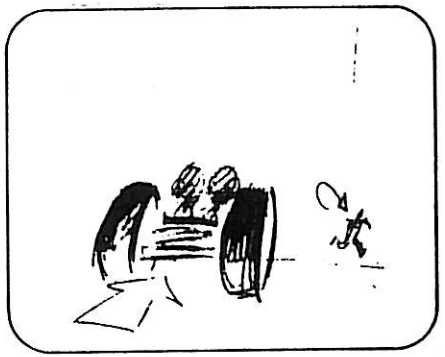
ACTION /	ACTION / HE GOES OS	ACTION /	ACTION / GOBLINS REACT TO THE WHISTLE, THEY STOP
(184) EGON (TO HIMSELF) One down, four to go. Sure hope the others are keeping busy.	DIALOGUE /	DIALOGUE / EGON OS WHISTLES	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

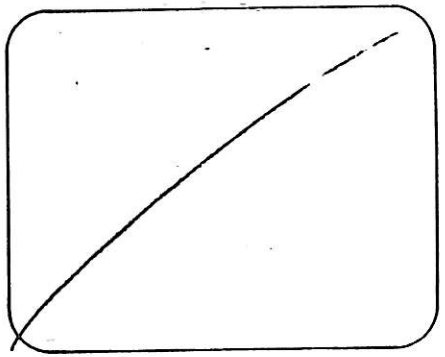
DIC AUDIO VISUAL

MAINTITLE	SHOW NO	DESCRIPTION	ACT NO.	PAGE NO
			I	63

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	117		CONT.	117		CONT.	117				







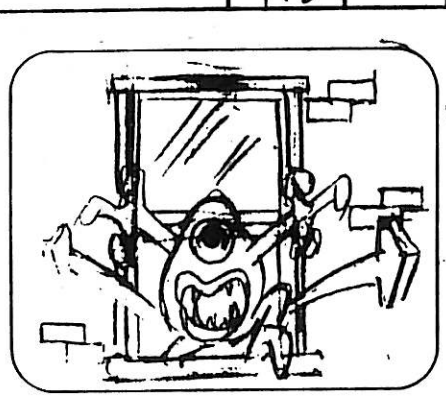
ACTION /	ACTION / GOBLINS RACE INTO SC EGON WAVES HIS ARMS.	ACTION / HE TURNS AND RUNS	ACTION /
DIALOGUE / EGON (CONT) (whistles) Hey! Over here! (EXCITED)	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

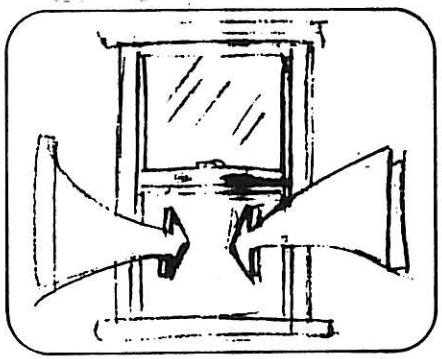
DIC AUDIO VISUAL

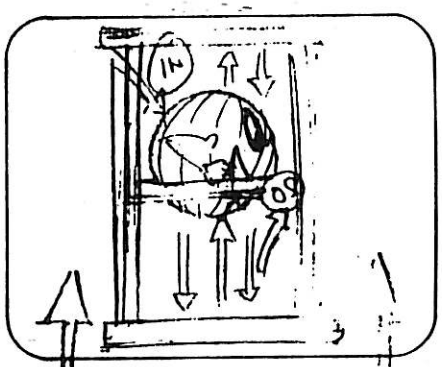
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO. 64

SCENE 18	TIMING	SCENE 118	TIMING	SCENE 118	TIMING	SCENE 114	TIMING







ACTION/ ANGLE ON WINDOW ON SIDE OF BUILDING- GOBLIN JUMPS OUT, STRAIGHT AT CAM--

ACTION/ --PROTON BEAM BLASTS SHOOTS OUT THRU WINDOW AFTER HIM---

ACTION/ ---SUCKS HIM BACK IN

ACTION/

DIALOGUE/

DIALOGUE/ 184a GOBLIN (frightened) YEEEOOOW!!

DIALOGUE/ 184b BEACH BALL MONSTER (EVIL SOFT CHUCKLING)

ACTION (CONT) WINSTON, RAY (HOLDING SMOKING TRAP) AND PETE WALK PAST WINDOW — PAN UP SIDE OF BUILDING TO NEXT WINDOW — BEACH BALL MONSTER BOUNCES INTO FRAME / BOUNCES UP AND DOWN ENOUGH TIMES SO THAT AUDIENCE CAN TELL WHAT IT IS, THEN BOUNCES

SOUND FX/

SOUND FX/ PROTON BLAST

SOUND FX/ FOOTSTEPS RUNNING UP STAIRS, THEN BOUNCING BEACH BALL

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

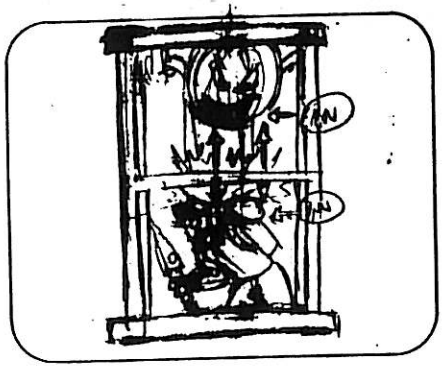
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO. 15

SCENE 114	TIMING	SCENE 118	TIMING	SCENE 118	TIMING	SCENE 118	TIMING



ACTION/ PETE STAGGERS INTO VIEW, STOPS - THE BEACH BALL MONSTER IS BOUNCING UP AND DOWN ON HIS HEAD FORCEFULLY

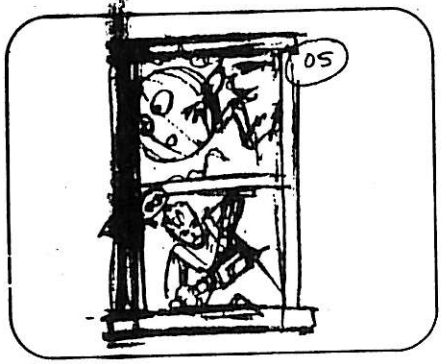
DIALOGUE/ BALL MONSTER

(POUNDING ON PETE'S HEAD THEN RAPPED AWAY.)

SOUND FX/ FAST BOUNCING BEACH BALL

NOTES/

TIMING/



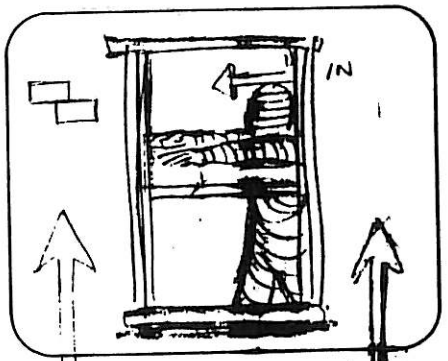
ACTION/ PROTON BLAST STRIKES IT, PULLS IT O.S. TO THE RIGHT - PETE RECOVERS HIS POISE, EXITS TO THE LEFT - EWISTON AND RAY (NOW CARRYING 2 SMOKING TRAPS) WALK PAST WINDOW - PAN UP TO NEXT WINDOW - AN EGYPTIAN MUMMY WALKS INTO--

DIALOGUE/

SOUND FX/ PROTON BLAST

NOTES/

TIMING/



ACTION/

DI

SOUND FX/ FOOTSTEPS RUNNING UP STAIRS THEN HEAVY, SLOW FOOTFALLS

NOTES/

TIMING/

ACTION/ -- VIEW MENACINGLY, IS STRUCK BY PROTON BLAST---

DIALOGUE/

SOUND FX/ PROTON BLAST

NOTES/

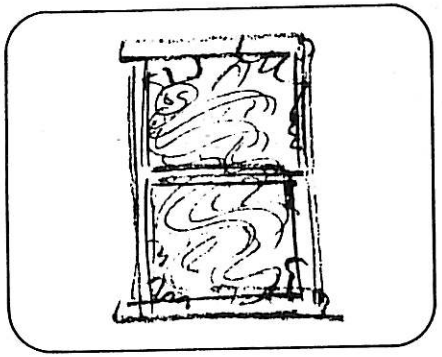
TIMING/

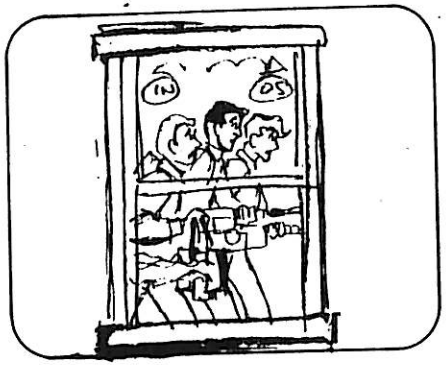
DIC AUDIO VISUAL

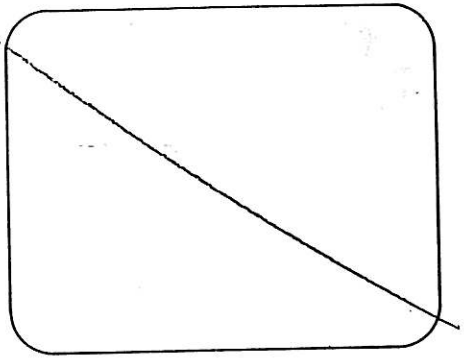
MAINTITLE

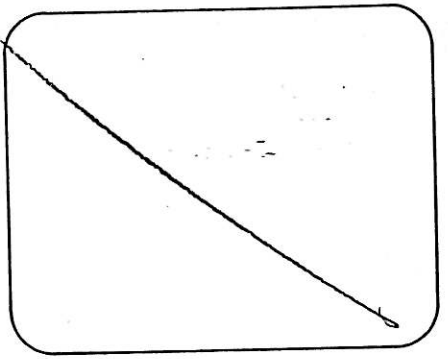
SHOW NO. | DESCRIPTION | UNIT NO. 11 | PAGE NO. 66

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
116		116					









ACTION / --MUMMY IS STRUCK BY PROTON BLAST IMMEDIATELY UNRAVELS SO THAT IT LOOKS LIKE ALOT OF SPAGETTI-- 'SPAGETTI' IS SUCKED O.S. BY PROTON BEAM. PETE, WINSTON AND RAY (WHO IS NOW CARRYING 3 SMOKING TRAPS) WALK PAST--	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / PROTON BLAST, THEN FOOTSTEPS RUNNING UPSTAIRS		SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | AC. NO. | PAGE NO. 68

SCENE 119	TIMING	SCENE 119	TIMING	SCENE 120	TIMING	SCENE 121	TIMING

ACTION/ PETE, RAY, WALK UP TO CAM, STOP --

DIALOGUE/ (185) RAY THIS IS GREAT! SO FAR THEY'VE BEEN ABLE TO HANDLE EVERYTHING THEY'VE THROWN AT US.

SOUND FX/

NOTES/

TIMING/

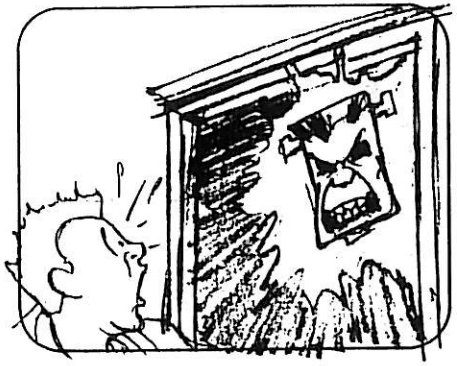
ACTION/ -- THEY REACT TO MENACING SOUNDS

DIALOGUE/ (188) VOICE Grrrr! Roarrrr!

SOUND FX/

NOTES/

TIMING/



ACTION/ MENACING GLOWING FACE HOVERS IN DOOR WAY - RAY REACTS

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ PETE SHINES FLASH-LIGHT O.S. TOWARD FACE

DIALOGUE/ (189) PETER You know Ray, you have a real gift.

SOUND FX/

NOTES/

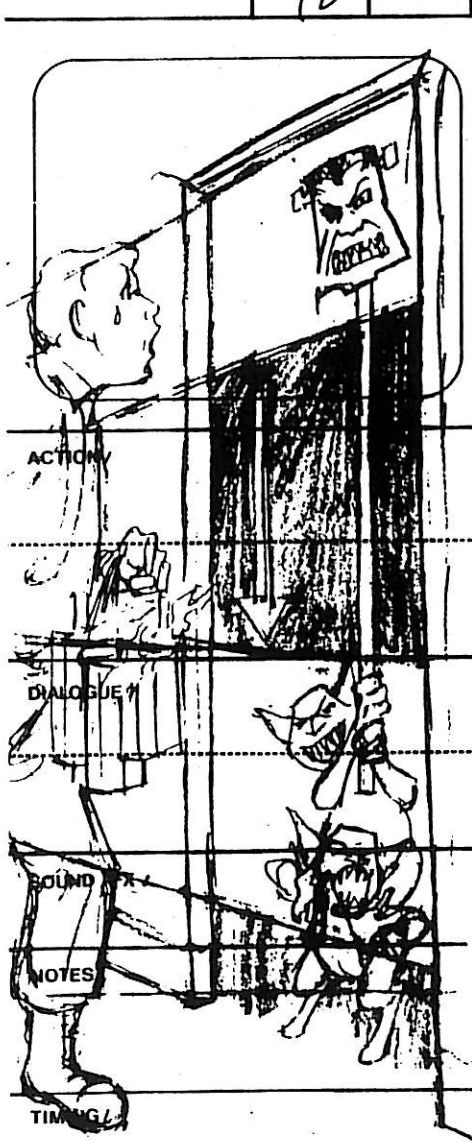
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 7T | PAGE NO. 69

SCENE 22	TIMING	SCENE 22	TIMING	SCENE 22	TIMING	SCENE 23	TIMING



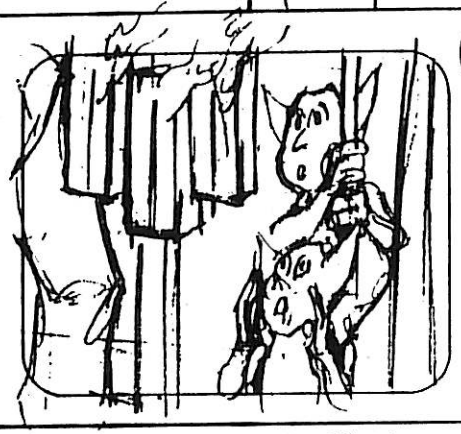
ACTION/

DIALOGUE/

SOUND FX/

NOTES/

TIMING/



ACTION/ BEAM FROM FLASHLIGHT HITS FACE, SHOWING IT TO BE JUST A HALLOWEEN MASK BEING HELD UP ON A STICK - PAN TO --

DIALOGUE/ (14D) VOICE
Grrrr! Roa...r?

-- FOLLOW BEAM AS IT TRAVELS DOWN STICK TO TWO GOBLINS - ONE HOLDING STICK, THE OTHER GROWLING - AS BEAM HITS THEM, THEY REACT... THEN, PETER...

TIMING/

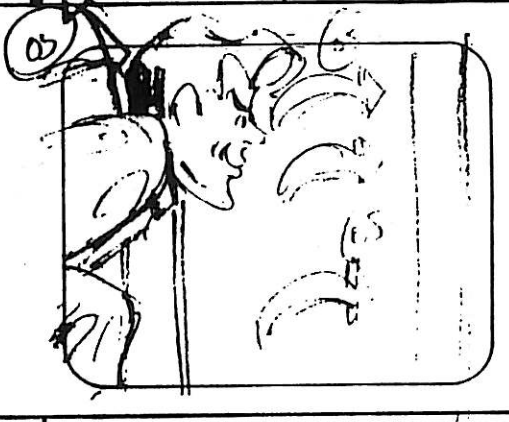
ACTION/ ... LEANS IN, HOLDING FLASHLIGHT, SAYS "BOO" -- GOBLINS ZIP OS, TAKING...

(14Dh)
DIALOGUE/ PETER
Boo!

SOUND FX/

NOTES/

TIMING/



ACTION/ ... POLE WITH THEM - HE SMIRKS, SELF SATISFIED, THEN STANDS O.S.

(14Dh)
DIALOGUE/ VOICE
YAAAAHHH!!

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 10

SCENE 124	TIMING	SCENE 124	TIMING	SCENE 124A	TIMING	SCENE 125B	TIMING

ACTION/ PETE STANDS INTO FRAME, NOT NOTICING RAY LOOKING FEARFULLY AT MASK, WHICH IS STILL FLOATING IN MID-AIR

ACTION/ SUDDENLY, MASK GROWS HUGE, YELLS,

ACTION/ MASK'S P.O.V.

ACTION/ PETE'S P.O.V.

DIA (191) PETER
See? Nothing here old Peter Venkman can't handle.

(191a) RAY
OH---PETE!!!

DIALOGUE/ (191a) MASK
RRRR-AAAAAR!!

(192) PETER
Something tells me I ought to keep my big mouth shut.

DIALOGUE/ (192a) MASK AAAAAH!

SOUND FX/

SOUND FX/

SOUND FX/ CHOMP

SOUND FX/

NOTES/

NOTES/ RAY BACKS O.S.

NOTES/

NOTES/

TIMING/

TIMING/

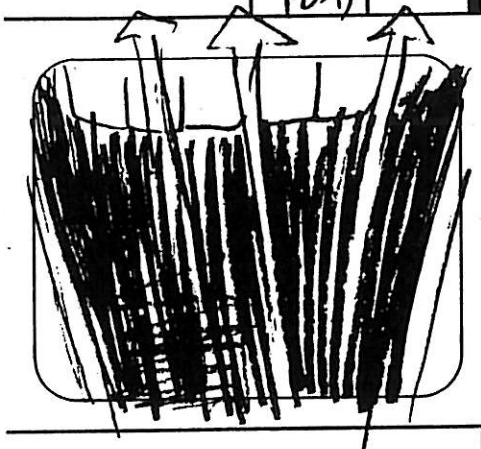
TIMING/

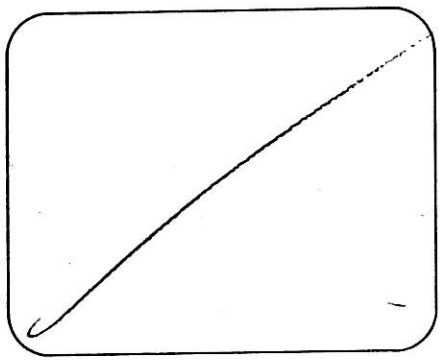
TIMING/

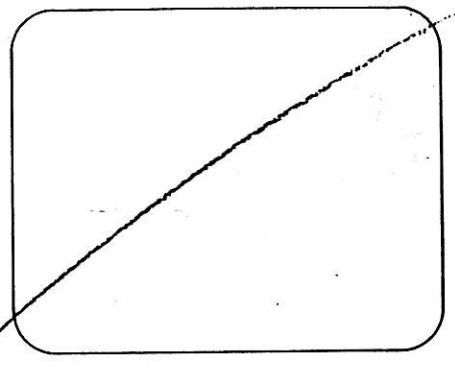
DIC AUDIO VISUAL

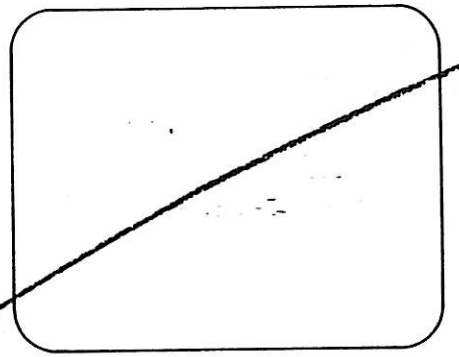
MAINTITLE	SHOW NO.	DESCRIPTION	AC.	PAGE NO.
				71

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	125										







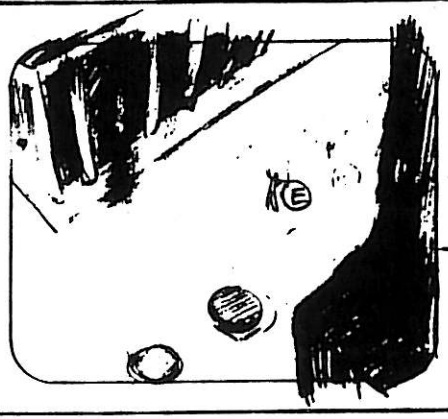


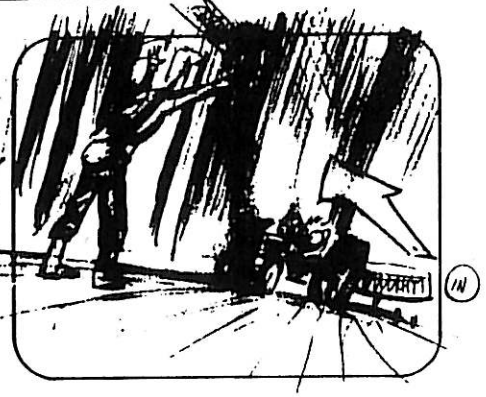
ACTION /	ACTION /	ACTION /	ACTION /
MASK'S MOUTH SWALLOWS CAM			
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

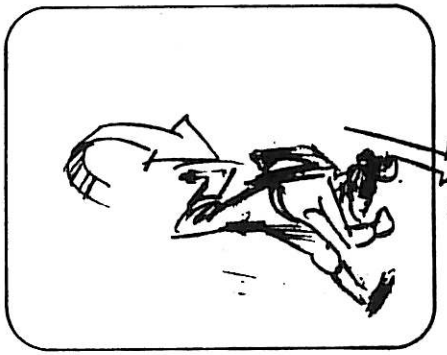
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				7V

SCENE 125	TIMING		SCENE 126	TIMING	CONT	SCENE 126	TIMING		SCENE 127	TIMING







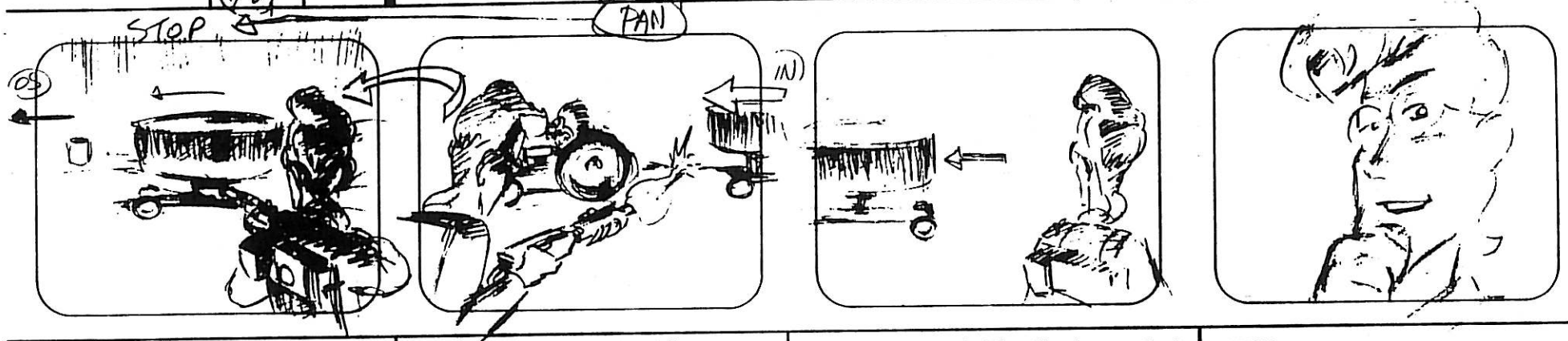
ACTION/ EGON STANDS NEAR REAR HEADLIGHTS	ACTION/ EGON WAVES HIS ARMS AS GOBLIN CAR APPROACHES	ACTION/ EGON TURNS AND GOES OS	ACTION/ EGON TURNS INTO SC HE FACES THE STREET.
DIALOGUE/ (GIC) EGON (whistles)	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 7b

CONT	SCENE 127	TIMING		SCENE 127	TIMING		SCENE 127	TIMING		SCENE 128	TIMING

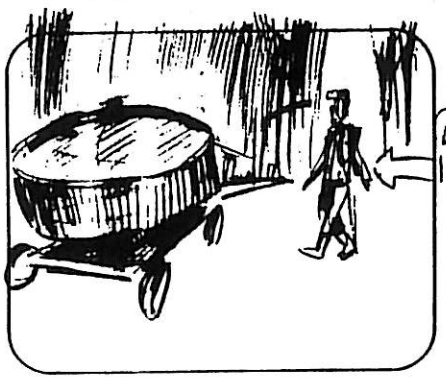


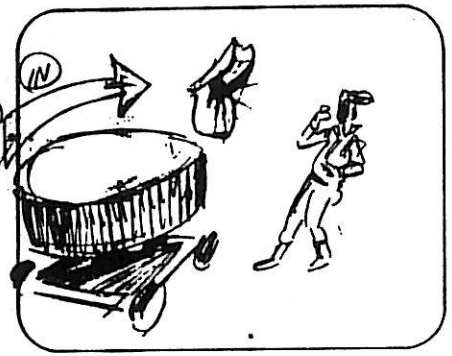
ACTION /	ACTION /	ACTION /	ACTION /
CAMERA FOLLOWS EGON SHOOTING THE CHAIN UNTIL IT BREAKS, THE CAR GOES (OS)	THE GOBLIN CAR EXITS (SC) EGON SHOUTS AT THE CHAIN. PAN WITH CAR	THE DEATHLIGHT SLOWS TO A STOP	(193) EGON Got it! That should do it!
DIALOGUE /	DIALOGUE /	DIALOGUE /	
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			II	74

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	129		CONT.	129			130		CONT	130	



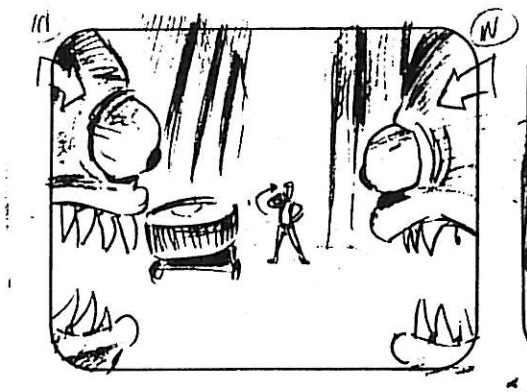


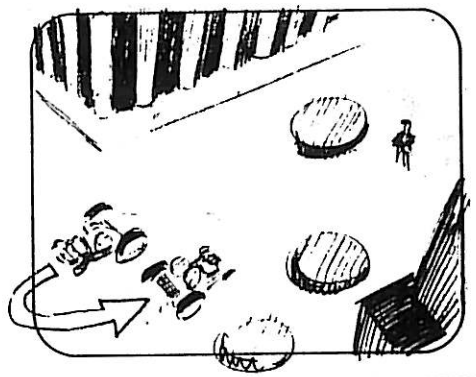
ACTION/ ECTON WALKS UP TO THE SEARCHLIGHT	ACTION/ A GIANT PAIR OF GLOSI LIPS ZOOM INTO (-C) THEY WHISTLE	ACTION/ THE GOBLIN DRIVING AWAY	ACTION/ THEY [illegible]
	143		
DIALOGUE /	DIALOGUE/ MOUTH GOBLIN WHISTLES	DIALOGUE/	DIALOGUE /
SOUND FX /	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

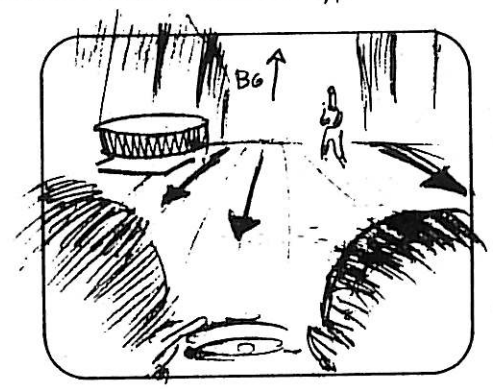
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT	PAGE NO.
		NO PAGE 75	I	76

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
131		CONT 132		133		134	







ACTION/ MULTI PLANE - GOBLINS TURN INTO SC THE LIPS CALL OUT.	ACTION/ EGON GETS MAD.	ACTION/ THE CAR TURNS AROUND	ACTION/ GOBLIN IN FOREGROUND THE STREET WITH SEARCHLIGHT AND EGON ANIMATES TOWARDS CAMERA BG SLIDES UP SLOWLY.
DIALOGUE /	195 EGON Fun's over. You want me? Come get me.	DIALOGUE/	DIALOGUE/
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO. 11

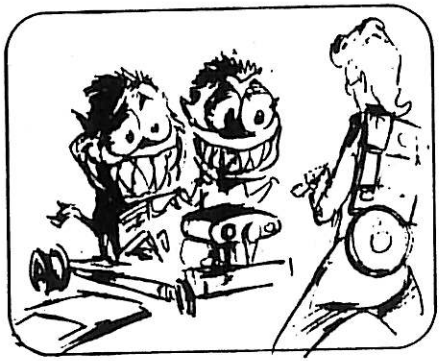
	SCENE 135	TIMING		SCENE 136	TIMING		SCENE 137	TIMING	CONT	SCENE 137	TIMING

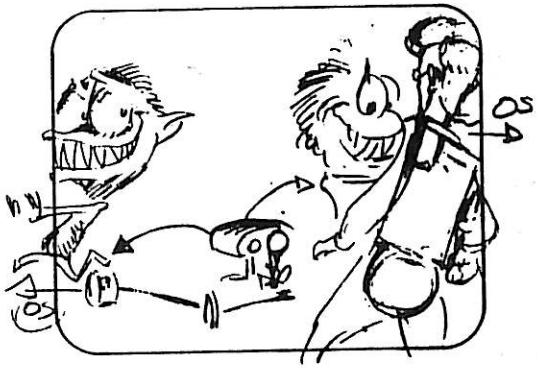
ACTION/ THE CAR APPROACHES EGON.	ACTION/ EGON FIRES!	ACTION/ THE BEAM HITS THE CAR.	ACTION/ THE CAR STOPS AND THEN FALLS APART
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/ (135-1) 2 GOBLINS (GASP)
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/ CRASH! BOUNCE! BOUNCE!
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			II	78

SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
138			139		CONT	139		CONT	139	





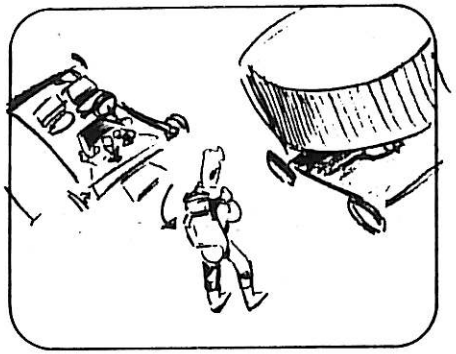
ACTION /	ACTION / GOBLINS SHRUG	ACTION / AND RUN (OS)	ACTION / EGON HOLSTERS HIS PROTON STICK
	(196) GOBLINS		
(196) EGON (to goblins - confident) Something I can do for you?	DIALOGUE / (TITTER NERVOUSLY)	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

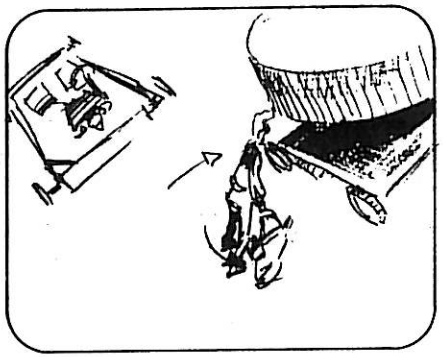
AUDIO VISUAL

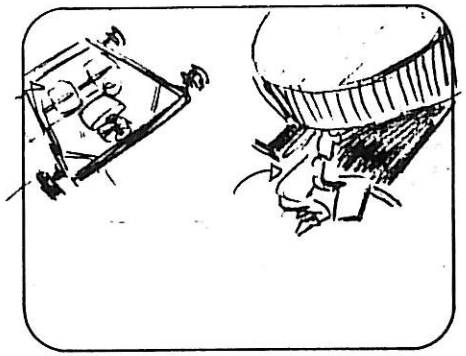
MAINTITLE

SHOW NO. | DESCRIPTION | ACT 11 | PAGE NO. 19.

SCENE 140	TIMING	CONT.	SCENE 140	TIMING	CONT.	SCENE 140	TIMING		SCENE 141	TIMING







ACTION/ EGON BEGINS TO TAKE OFF HIS PACK	ACTION/ HE WALKS TOWARDS THE SEARCH LIGHT, PUTTING DOWN HIS PACK.	ACTION/ HE KNEELS IN FRONT OF THE LIGHT	ACTION/ EGON REACHES (OS)
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO 80

CONT — SCENE 142 — TIMING

ACTION/ AND PULLS IN THE PACK

DIALOGUE /

SOUND FX /

NOTES/

TIMING/

CONT — SCENE 142 — TIMING

ACTION/ HE BEGIN PULLING OUT WIRES FROM THE PACK

(197) EGON (TO HIMSELF CONCERNED)
Just hope the generator has enough power to pull this off.

SOUND FX/

NOTES/

TIMING/

CONT. — SCENE 142 — TIMING

ACTION/ HE CONNECTS THE WIRES TO THE SEARCH LIGHT CABLE CAMERA PANS UP TO SHOW GHOST FLYING AROUND THE BUILDING.

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

SCENE 142 — TIMING

NOTES/

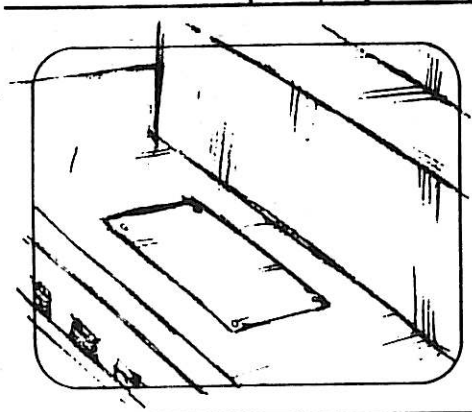
TIMING/

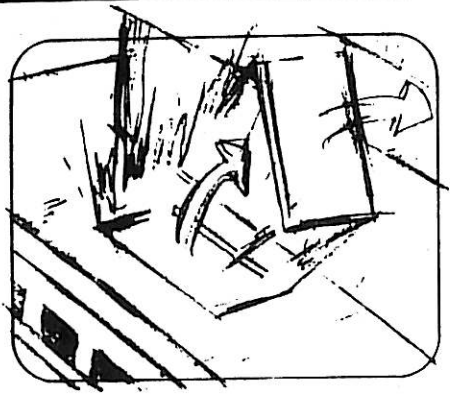
DIC AUDIO VISUAL

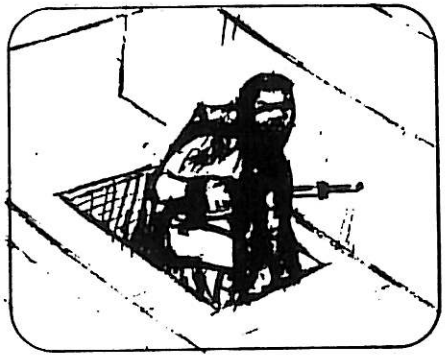
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 61

SCENE 143	TIMING	SCENE 143	TIMING	SCENE 143	TIMING	SCENE 144	TIMING







ACTION/ EXT SKYSCRAPER - ROOF

An access hatch leading to the roof. Nothing happens. Then there's the BLAST of proton beams as the door's blown off.

ACTION/

ACTION/ Winston climbs in thru hatch

ACTION/ WINSTON STANDS INTO FRAME - GOBLINS ARE LOOKING AT HIM HOSTILELY

(197a)

DIALOGUE/

DIALOGUE/

DIALOGUE/

DIALOGUE/ GOBLINS (HOSTILE WALLA)

SOUND FX/

SOUND FX/ PROTON BLAST

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

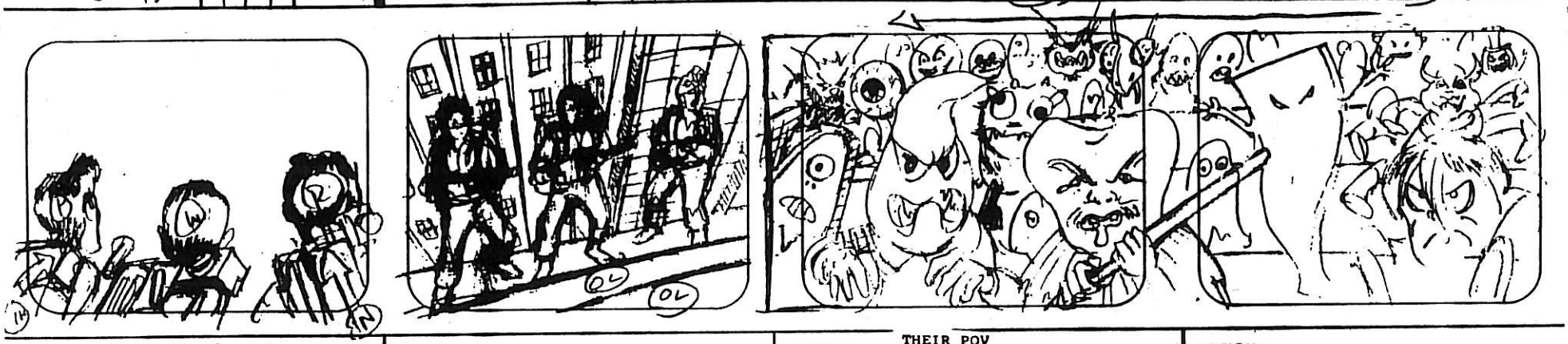
TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO. 2	PAGE NO 42

CONT.	SCENE 144	TIMING		SCENE 145	TIMING		SCENE 146	TIMING		SCENE 146	TIMING

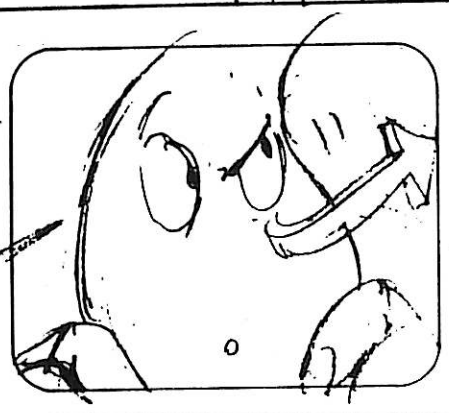


ACTION/ PETER & RAY STAND IN NEXT TO HIM	ACTION/	ACTION/ THEIR POV Goblins and creatures and gremlins and ghosties as far as the eye can see (on the roof, that is). Looking TOWARD CAMERA. And they're not very happy with the intrusion.	ACTION/
DIALOGUE /	DIALOGUE/ (198) WINSTON Trouble. Big, big trouble. (TO GUYS, FACING GOBLIN CROWD)	DIALOGUE/ (199) PETER (OS) Well, we made it to the party! Who's got the soda and chips?	
SOUND FX /	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/ PAN ACROSS	NOTES/ GOBLINS
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				13

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
140		146		147		142	



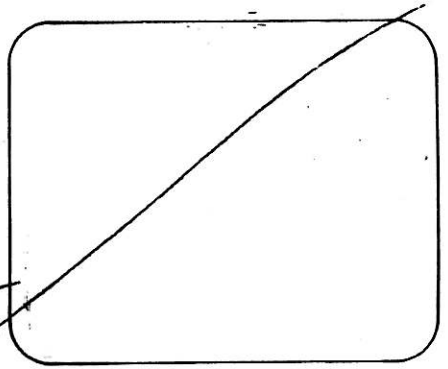
ACTION/ GOBLIN BENDS FOWARD TO ATTACK	ACTION/ HE STOPS AS SAMHAIN SAYS 'NO'	ACTION/ GOBINS LOOK UP AT SAMHAIN	ACTION/
(199?)	(1996) (TO GOBLINS)		(HAPPY)
DIALOGUE/ GOBLIN (GRRRRR?!!)	DIALOGUE/ SAMHAIN (VO) NO!	DIALOGUE/ SAMHAIN (CONT) Let them pass.	SAMHAIN I will deal with these -- personally.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 44

SCENE 149	TIMING	SCENE 149	TIMING	SCENE 149	TIMING	SCENE	TIMING



ACTION/

ACTION/ PETE STARTS CLIMBING UP STEPS TOWARD SAMHAIN

ACTION/ WINSTON FOLLOWS

ACTION/

DIALOGUE/
200 (TO WINSTON)
PETER
And you said they wouldn't be glad to see us!

DIALOGUE/
201
RAY
(quietly) (TO WINSTON)
Whatever Egon's doing, I wish he'd hurry up.

DIALOGUE/ RAY (CONT) (TO HIMSELF)
I don't like the odds here.

DIALOGUE/

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

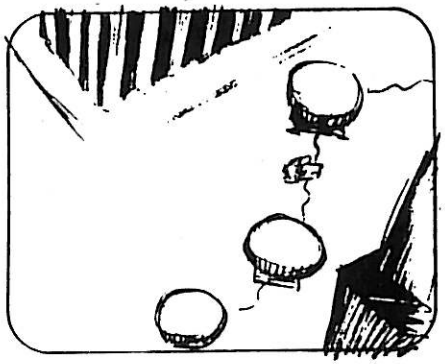
TIMING/

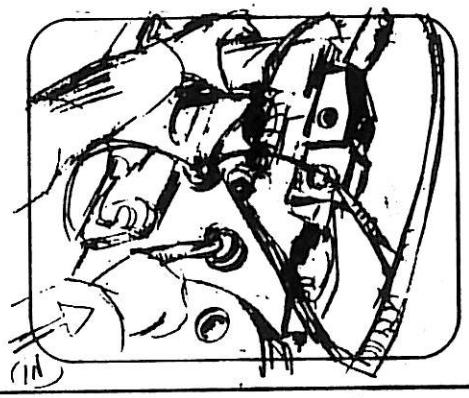
AUDIO VISUAL

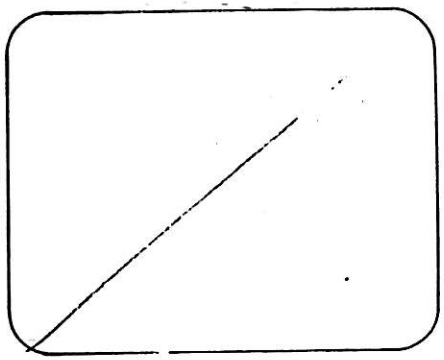
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 85

SCENE 150	TIMING	SCENE 151	TIMING	SCENE 152	TIMING	SCENE	TIMING





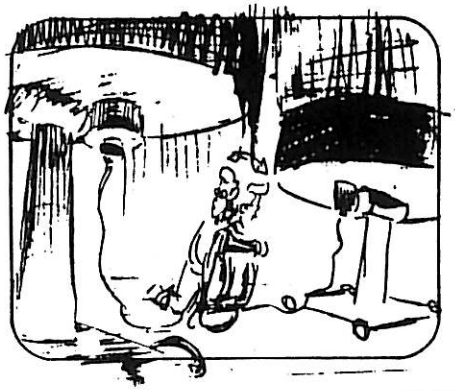


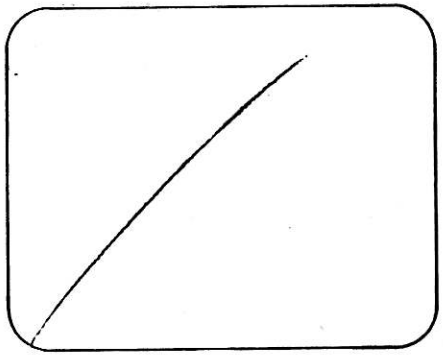
ACTION/ DOWNSHOT ON EGON HOOKING UP WIRES FROM LIGHTS TO THE PACK	ACTION/ EGON LIFTS PACK AND PREPARES TO PRESS THE BUTTON.	ACTION/ HE PRESSES IT	ACTION/
DIALOGUE/	(204) EGON (CHUCKLING LIGHTS) That should do it! And . . .	DIALOGUE/ EGON (CONT) ...now!	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

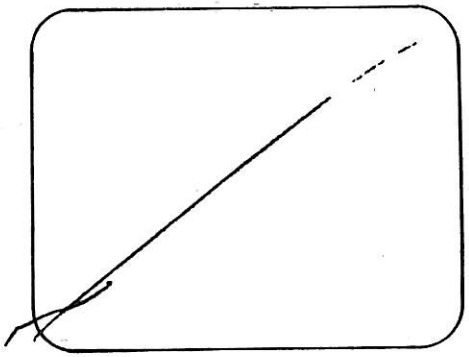
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				46

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
153		154					







ACTION /	ACTION /	ACTION /	ACTION /
NOTHING HAPPENS	EGON BEGINS QUICKLY TO PULL OUT WIRES.		
DIALOGUE /	(ZOS) EGON (IT FAILS) (grumbling to self) Sometimes I think the universe just waits for me to get cocky --	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			2	81

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
155		150		157		158	

ACTION/	ACTION/ CLOAK FLAPS IN BREEZE	ACTION/ PETER HAS INNOCENT EXPRESSION	ACTION/ GUYS TURN TO CAM. AS DEMONS CREEP INTO SC. (DEMONS SOFT FOCUS) MULTIPLANE
(206) SAMHAIN (TO guys) You have been very, very bad -- picking on such poor, innocent creatures.	DIALOGUE/ (207) SAMHAIN (OS/cont'd) Whatever shall I do with you?	DIALOGUE/ (207a) PETER WELL, A VACATION WOULD BE NICE. SOMEPLACE -- SUNNY	DIALOGUE/ (207b) GIBLINS (MENACING GROWLS) (207c) WINSTON I think they have other ideas.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

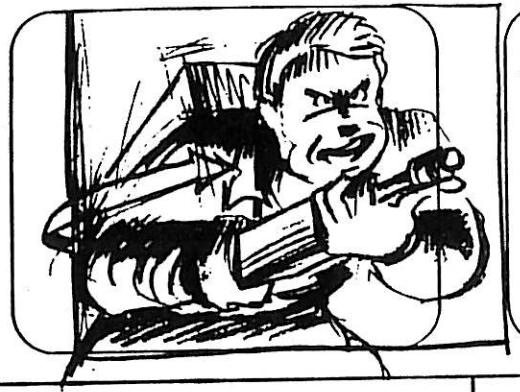
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 156

SCENE 159	TIMING		SCENE 159	TIMING		SCENE	TIMING		SCENE 159	TIMING

PAN WITH RAY →



ACTION /	ACTION / PAN WITH RAY AS HE TURNS TO SAMHAIN —	ACTION /	ACTION / RAY REACTS CONFUSED
207d	(CUT TO FIRE)		207e (TO SAM)
DIALOGUE / RAY OBVIOUSLY...	DIALOGUE / RAY (CONT) And I'd rather not hear them.	DIALOGUE /	DIALOGUE / SAMHAIN (OS) WAIT!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 87

SCENE 160	TIMING	SCENE 160	TIMING	SCENE 161	TIMING	SCENE 162	TIMING

ACTION/ YOU MAY NOTICE THAT SAMHAIN HAS HIS ARM BEHIND HIS BACK- MYSTERIOUS, ISN'T IT?

DIALOGUE/ (212) SAMHAIN (ENCLOSING SLIMER) Surrender your weapons --

SOUND FX/

NOTES/

TIMING/

ACTION/ SUDDENDLY, HE BRINGS SLIMER INTO VIEW - SLIMER HAS BEEN HYPNOTISED.

DIALOGUE/ SAMHAIN (cont'd) . . . or I shall be forced to do something -- unfortunate -- to your friend.

SOUND FX/ (212-1) DIALOGUE RAY SLIMER!!

NOTES/

TIMING/

SN | COA | TM

ACTION/ BUSTERS REACT WITH SUPRISE

(213) WINSTON Hey! No fair!

(214) PETER Yeah! Leave him alone!

ACTION/ BOY, IS PETE ANGERY AT SAMHAIN

DIALOGUE/ PETER (CONT) Nobody picks on the spud but me, got it?

SOUND FX/

NOTES/

TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 90

SCENE 163	TIMING	SCENE 163	TIMING	SCENE 164	TIMING	SCENE 165	TIMING

ACTION/ PAN TO FOLLOW SAMHAIN'S HAND AS IT REACHES DOWN TO PET SLIMER

ACTION/ TRUCK IN ON SLIMER AS HE BEGINS TO GET TRANSLUSCENT

ACTION/

ACTION/

DIALOGUE/

DIALOGUE/

215 SAMHEIN (Maddeningly pleasant) You cannot win. Already time has stopped. Halloween will go on forever. Night will never end.

216 RAY (calling. SERIOUS) C'mon, Slimer! Fight him! Get away!

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 91

SCENE 166	TIMING	SCENE 168	TIMING	SCENE 169	TIMING	SCENE 170	TIMING

ACTION / SAMHAIN GETS MAD; PETS SLIMER FORCEFULLY — SLIMERS HEAD BENDS BACK AND FORTH AS HE GETS PETTED

DIALOGUE / (166) SAMHAIN SNARL!

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE / (167) RAY (quietly) (WORRIED) Only one chance. I just hope we bought Egon enough time.

SOUND FX /

NOTES /

TIMING /

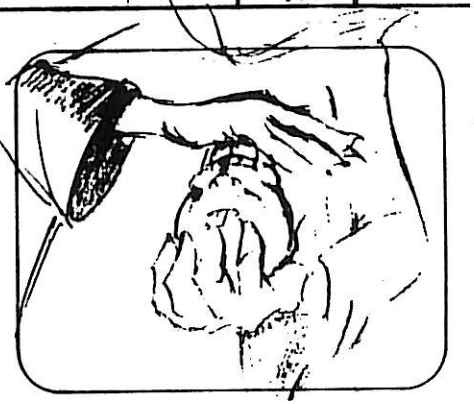
ACTION /

DIALOGUE / (168) RAY (CALLING TO AWAKEN SLIMER) SLIMER! PIZZA AAAAAAAAAAAA! (RECORD AS ONE LINE OF DIALOGUE)

SOUND FX /

NOTES /

TIMING /



ACTION /

DIALOGUE / RAY (O.S.) (CONT)

SOUND FX /

NOTES /

TIMING /

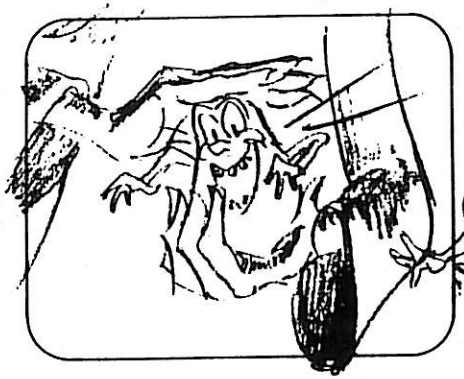
SLIME IS ALMOST TOTALLY TRANS-PARENT

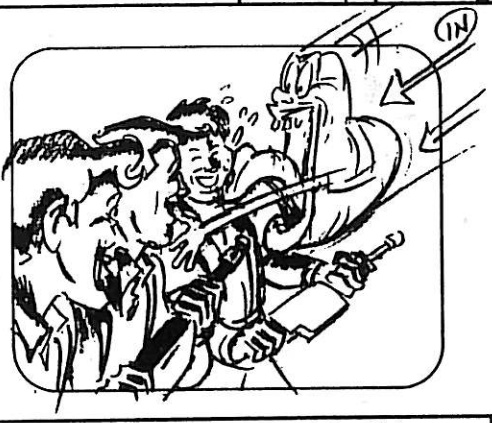
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 92

SCENE 170	TIMING	SCENE 170	TIMING	SCENE 171	TIMING	SCENE ~~172~~	TIMING





NO 172

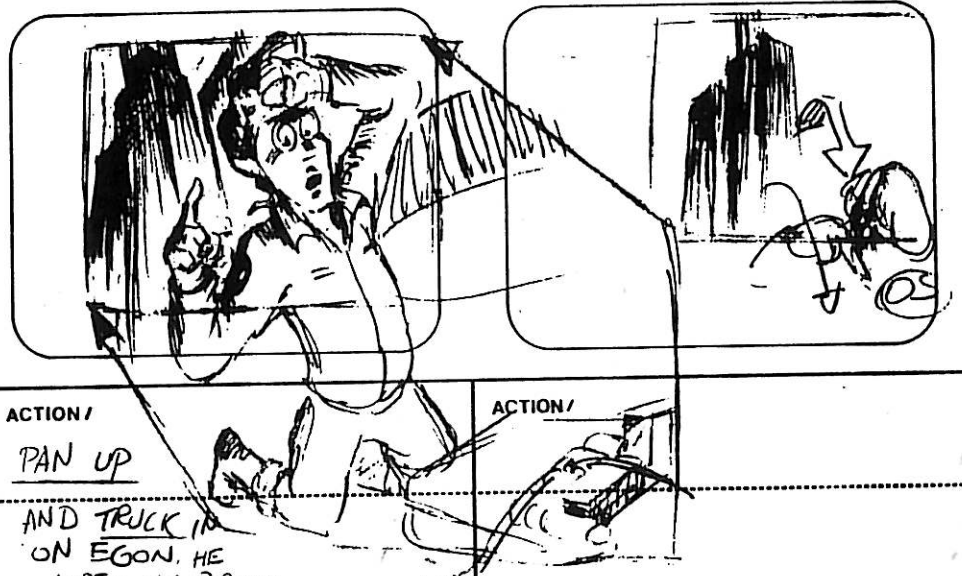
ACTION/ SUDDENLY, SLIMER WAKES UP, ZIPS OS BEFORE SAMHAIN --	ACTION/ -- CAN STOP HIM,	ACTION/ SLIMER ZOOMS IN, STOPS INSTANTLY, AND SLIMES RAY -- SLIMER IS NOW OPAQUE	AC
(218)		(2186)	
DIALOGUE/ SLIMER (PIZZA?)	DIALOGUE/ yummy SMACKS	DIALOGUE/ PETER/WINSTON/RAY SLIMER!!	DI
SOUND FX/	SOUND FX/ ZOOOOM	SOUND FX/ SQUEELING BRAKES	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

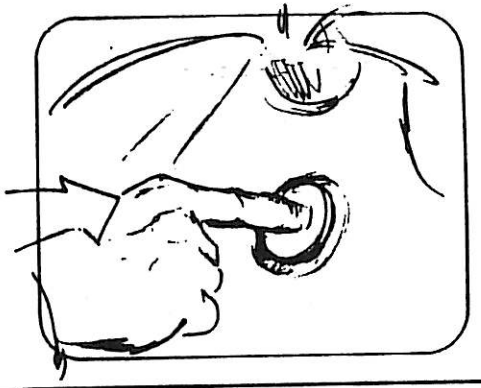
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 94

SCENE 173	TIMING	CONT. SCENE 173	TIMING	SCENE 173	TIMING	SCENE 174	TIMING



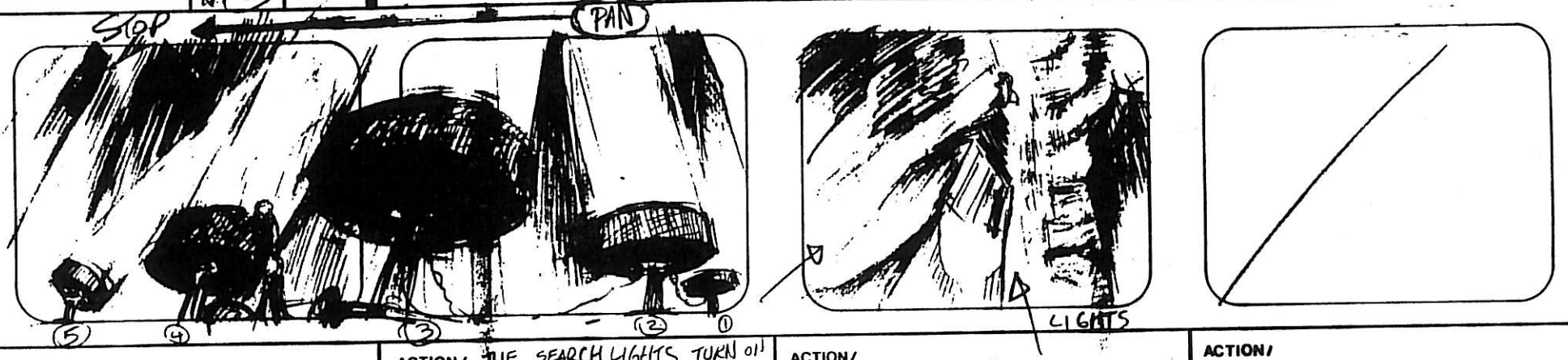


ACTION / EGON FIDDLES WITH THE PACK	ACTION / PAN UP AND TRUCK IN ON EGON. HE WIPES HIS BROW	ACTION /	ACTION / HE PRESSES THE BUTTON.
DIALOGUE /	DIALOGUE / (220) EGON (STILL WORKING BY HIMSELF) This -- or nothing!	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / CLICK
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				95

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
175		175		176			

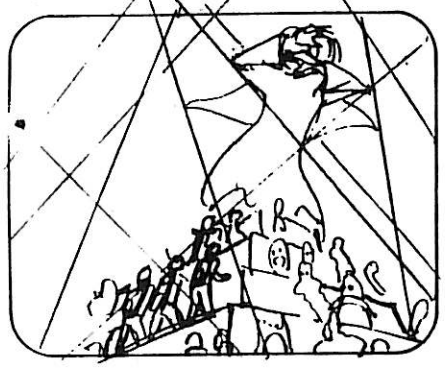


ACTION /	ACTION / THE SEARCH LIGHTS TURN OFF IN SEQUENCE WITH THE PAN	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / CLICK - CLICK —	SOUND FX / CLICK CLICK CLICK	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				96

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
177		178		179		180	



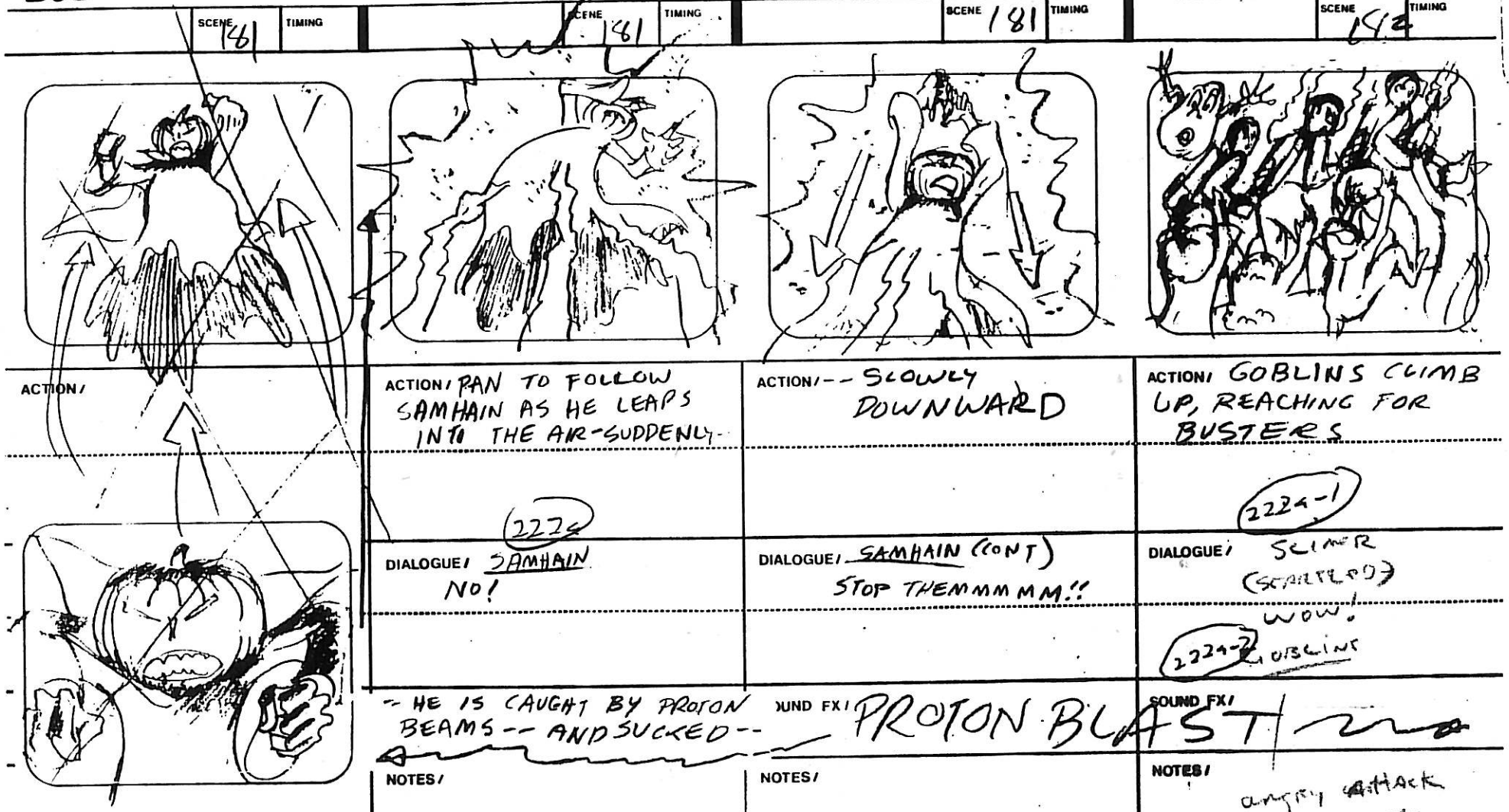
ACTION/ SAMHAIN RECOILS FROM THE LIGHT –	ACTION/	ACTION/	ACTION/ PETER FIRES PROTON GUN
DIALOGUE/ 221 SAMHAIN Yaaaaaaaarrrrgghhhh! (reacting to bright lights hurting his eyes)		DIALOGUE/ 222 PETER (quickly) Egon baby I love ya --	DIALOGUE/ PETER (CONT) -- FIRE!!!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/ PROTON BEAM
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 97

SCENE 181 | TIMING | SCENE 181 | TIMING | SCENE 181 | TIMING | SCENE 182 | TIMING



ACTION/

ACTION/ PAN TO FOLLOW SAMHAIN AS HE LEAPS INTO THE AIR-SUDDENLY-

ACTION/-- SLOWLY DOWNWARD

ACTION/ GOBLINS CLIMB UP, REACHING FOR BUSTERS

2224

DIALOGUE/ SAMHAIN NO!

DIALOGUE/ SAMHAIN (CONT) STOP THEMMMMM!!

2224-1

DIALOGUE/ SLIMER (STARTLED) WOW!

2224-2 GOBLINS

-- HE IS CAUGHT BY PROTON BEAMS -- AND SUCKED --

SOUND FX/ PROTON BLAST

SOUND FX/

NOTES/

NOTES/

NOTES/ angry attack wall

TIMING/

TIMING/

TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 96

SCENE 182	TIMING	SCENE 183	TIMING	SCENE 184	TIMING	SCENE 184	TIMING

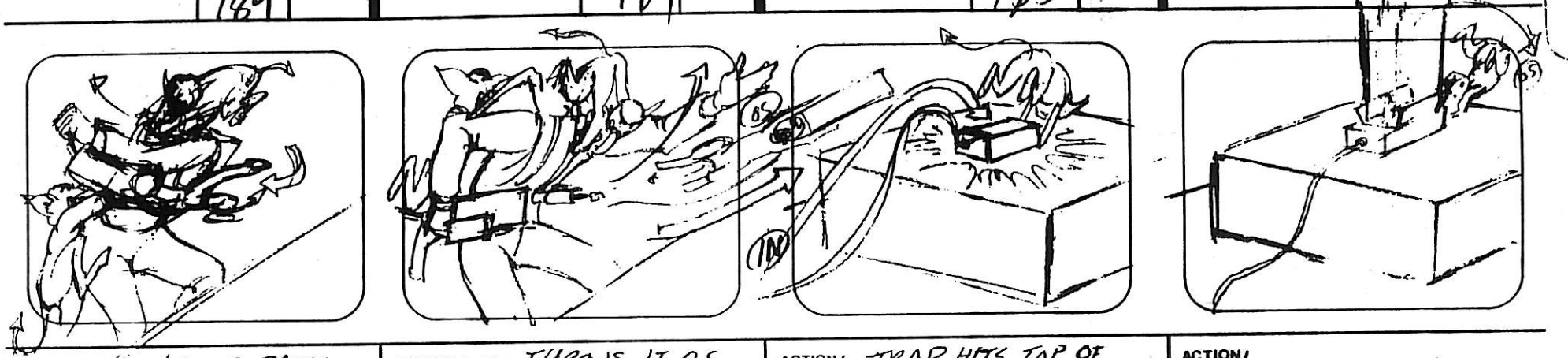
ACTION: OTHER GOBLINS CLIMB ON BACK OF THOSE GOBLINS TO REACH BUSTERS	ACTION: ONE GOBLIN CLIMBS ONTO RAY'S FACE, PULLS BACK HIS NOSE	ACTION: WINSTON REACHES BEHIND HIM, PULLS OUT TRAP—	ACTION: —TRAP HAS GOBLIN HANGING FROM IT— ANOTHER GOBLIN CLIMBS UP ONTO HIS FACE
		(STRUGGLING— DEMON PULLING ON his NOSE)	225-1
DIALOGUE:	DIALOGUE: Winston! (225) NOW! RAY	DIALOGUE:	DIALOGUE: (WINSTON!)
			(MUFFLED STRUGGLING)
SOUND FX:	SOUND FX:	SOUND FX:	SOUND FX:
NOTES:	NOTES:	NOTES:	NOTES:
TIMING:	TIMING:	TIMING:	TIMING:

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 99

SCENE 164	TIMING	SCENE 184	TIMING	SCENE 185	TIMING	SCENE 185	TIMING



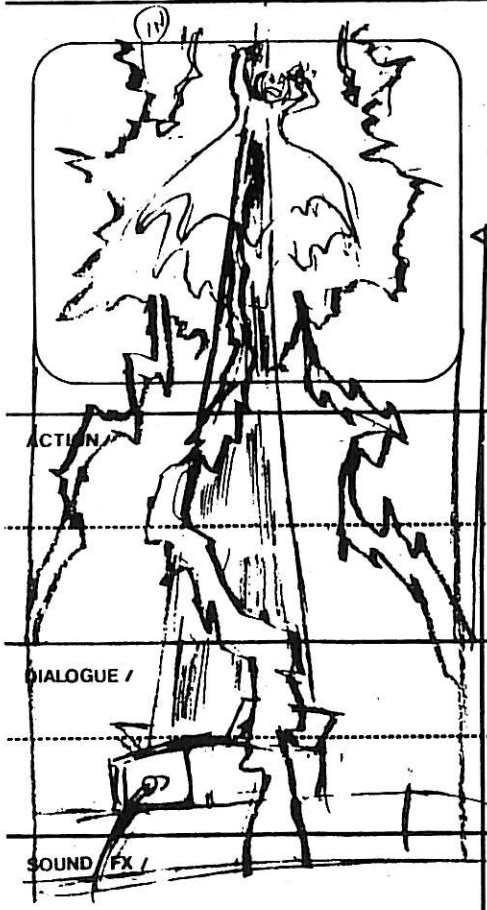
ACTION / WINSTON COCKS BACK ARM --	ACTION / -- THROWS IT O.S.	ACTION / TRAP HITS TOP OF BUILDING, OPENS - GOBLIN FLIPS O.S.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 100

SCENE 186	TIMING	SCENE 187	TIMING	SCENE 187	TIMING 1	SCENE 188	TIMING



ACTION/

DIALOGUE/

SOUND FX/

DIALOGUE SAMHAIN
No! STOP THEM!!!!

TIMING/

ACTION/ PAN FROM OPEN TRAP UP BEAM OF LIGHT TO SAMHAIN CAUGHT IN PROTON BEAM / CLOCK SEES WHATS HAPPENING TO SAMHAIN, FEARFULLY, STARTS BONGING THE HOUR TWELVE

225a

DIALOGUE/ CLOCK MONSTER (GASP)

SOUND FX/

NOTES/

TIMING/

ACTION/

~~CLOCK~~ MONSTER (CONT)

DIALOGUE/ BONG BONG BONG BONG

SOUND FX/

NOTES/ TIME 1½ seconds for each BONG

TIMING/

ACTION/ SAMHAIN STARTS TO GET TRANSPARENT, IS BEING SLOWLY SUCKED DOWN BEAM OF LIGHT FROM TRAP

225b

DIALOGUE/ ~~SAMHAIN NO!~~ CLOCK MONSTER (CONT) (SIMULTANEOUS WITH SAMHAIN DIALOGUE)
BONG

SOUND FX/

NOTES/

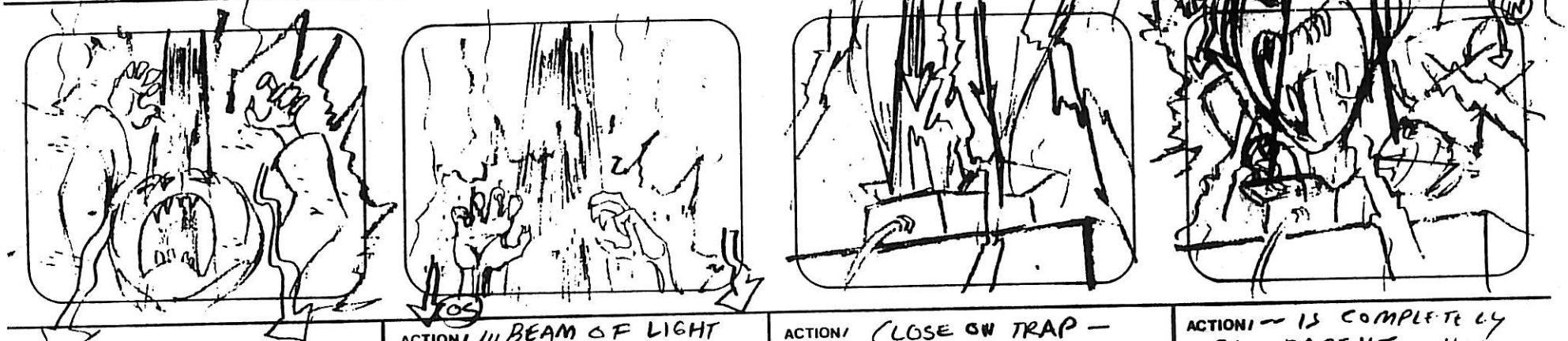
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 101

SCENE 186	TIMING	SCENE 188	TIMING	SCENE 189	TIMING	SCENE 189	TIMING



ACTION/ SAMHAIN IS SUCKED DOWN (OS) BY...

DIALOGUE/ SAMHAIN (CONT) IT CAN'T END THIS WAY!

CLOCK MONSTER (CONT) (VO) (SIMULTANEOUS WITH SAMHAIN DIALOGUE) BONG

SOUND FX/

NOTES/

TIMING/

ACTION/ /// BEAM OF LIGHT FROM TRAP, GETTING TRANSPARENT

DIALOGUE/

CLOCK MONSTER (CONT) (VO) BONG

SOUND FX/

NOTES/

TIMING/

ACTION/ CLOSE ON TRAP — SAMHAIN IS SUCKED DOWN INTO FRAME---

DIALOGUE/ SAMHAIN (CONT) I WON'T GO

CLOCK MONSTER BONG

SOUND FX/

NOTES/

TIMING/

ACTION/ — IS COMPLETELY TRANSPARENT — HIS FACE IS DISTORTED FROM FULL OF BEAM OF LIGHT

DIALOGUE/ BACK!

(CONT) BONG

SOUND FX/

NOTES/

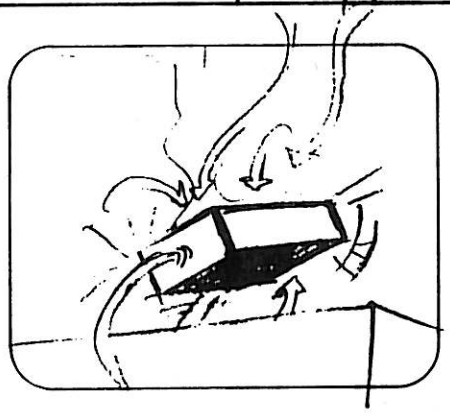
TIMING/

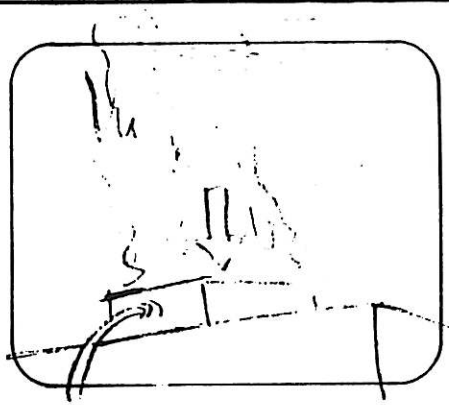
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 1 | PAGE NO. 102

SCENE 189	TIMING	SCENE 189	TIMING	SCENE 189	TIMING	SCENE 189	TIMING



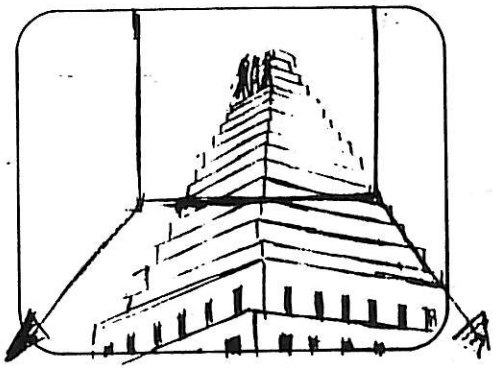


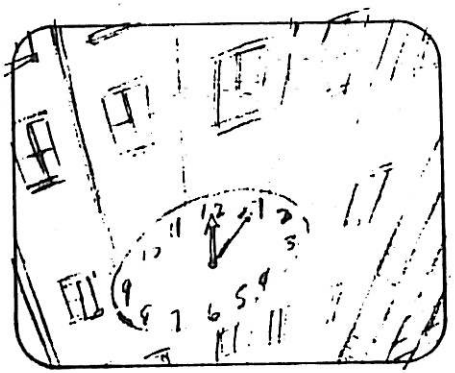
ACTION/ SAMHAN FIGHTS NOT TO BE SUCKED INTO TRAP	ACTION/ ONLY HIS HANDS ARE LEFT	ACTION/ TRAP: SNAPS SHUT, JUMPING INTO AIR FOR AN INSTANT	ACTION/ - FALLS BACK DOWN
SAMHAIN	SAMHAIN		
DIALOGUE/ / WON'T GO! CLOCK MONSTER (CONT)(VO)	DIALOGUE/ / WONNNNNNNT!	DIALOGUE/	DIALOGUE/
SIMULTANEOS WITH SAMHAIN DIALOGUE) BONG	BONG	BONG (LAST BONG ECHOES - ECHO SLOWLY FADES)	
SOUND FX/	SOUND FX/	SOUND FX/ SNAP	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			1V	103

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
190		190		191		192	



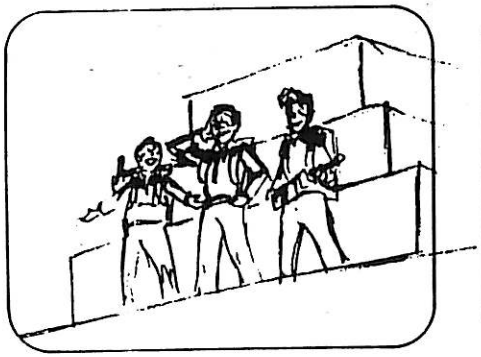


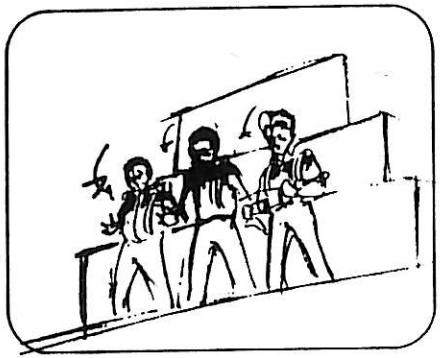
ACTION/ GOBLINS AROUND BUSTERS DISAPPEAR	ACTION/ THEY STAND UP STRAIGHT	ACTION/ TRUCK OUT ON PEACEFUL BUILDING	ACTION/ CLOCK IS NORMAL
			225c (HAPPY)
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/ RAY (OS) Look! The clock's moving again! And it's past midnight!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

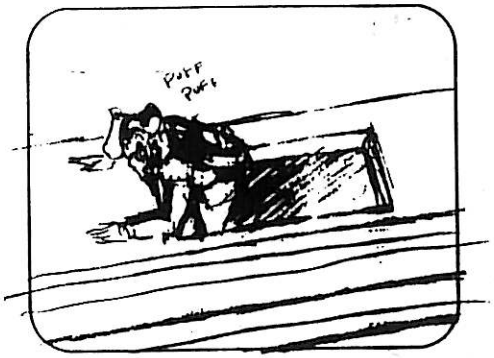
DIC AUDIO VISUAL

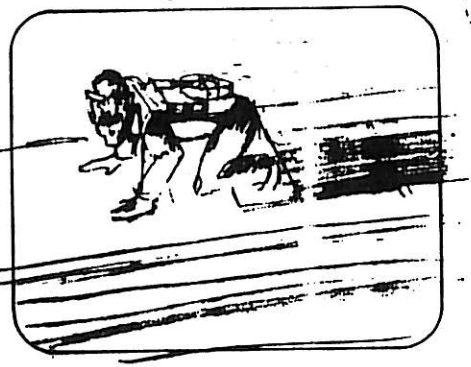
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
			2	104

SCENE 193	TIMING	SCENE 193	TIMING	SCENE 194	TIMING	SCENE 194	TIMING









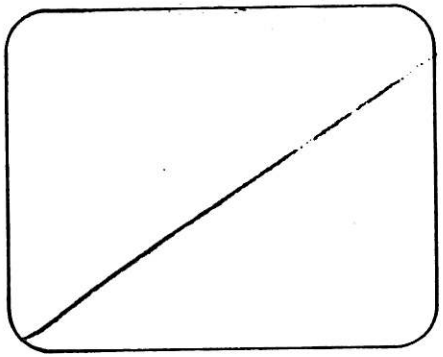
ACTION /	ACTION / THEY LOOK DOWN AT EGON	ACTION / EGON PULLS HIMSELF UP FROM ROOF ACCESS-	ACTION / - PAN SLIGHTLY TO LEFT TO KEEP HIM IN FRAME
	(225d) EGON (OS) (CALLING)		
DIALOGUE / RAY (CONT) Halloween's over!	DIALOGUE / HEY --- FELLOWS.'	DIALOGUE / EGON (breathlessly) I ran -- up the stairs -- as fast as I could --	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 105

SCENE 194	TIMING	SCENE 195	TIMING	SCENE 195	TIMING	SCENE	TIMING



ACTION/ PAN UP SLIGHTLY TO KEEP HIM IN FRAME AS HE STANDS	ACTION/ THEY LOOK AT EACH OTHER, HAPPY -	ACTION/ - THEN PETE POINTS OUT INTERESTING O.S. SIGHT	ACTION/
DIALOGUE/ EGON (CONT) --is everything -- okay?	DIALOGUE/	DIALOGUE/ 227 PETE LOOK! (CITY LIGHTS COMES ON)	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 1 | PAGE NO 106

SCENE 196 | TIMING | SCENE 196 | TIMING | SCENE 198 | TIMING | SCENE 197 | TIMING

ACTION/ PAN ACROSS CITY AS LIGHTS GO BACK ON

ACTION/

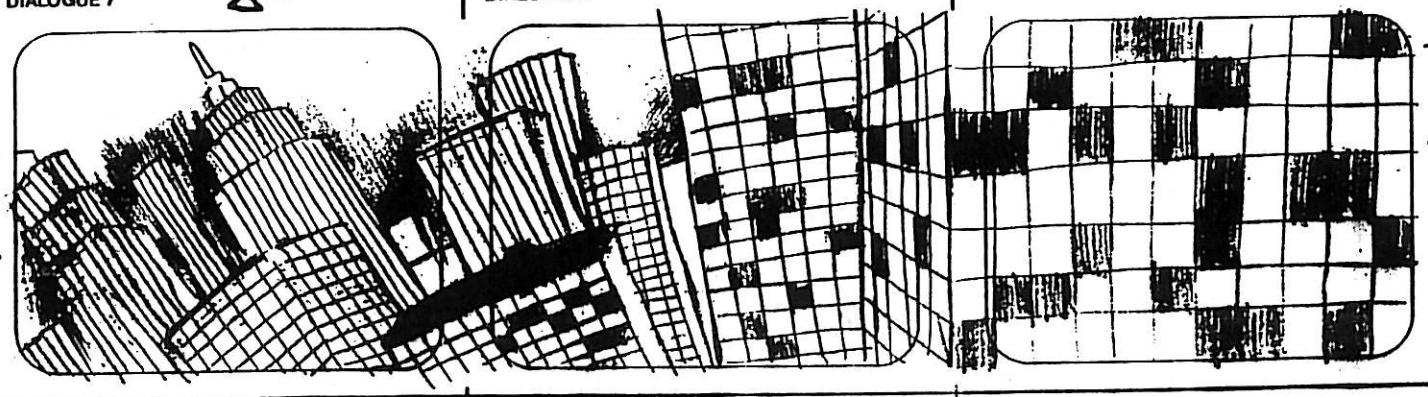
ACTION/ REVERSE ANIMATION ON # 33

ACTION/ RE-USE BEGINNING OF # 32

DIALOGUE/

DIALOGUE/

DIALOGUE/



DIALOGUE/

SOUND FX/

NOTES/ UNDERLIGHT STOP

TIMING/

TIMING/

TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 107

SCENE 198	TIMING	NOT UNDERLIT	SCENE 199	TIMING	SCENE (199)	TIMING	SCENE 200	TIMING

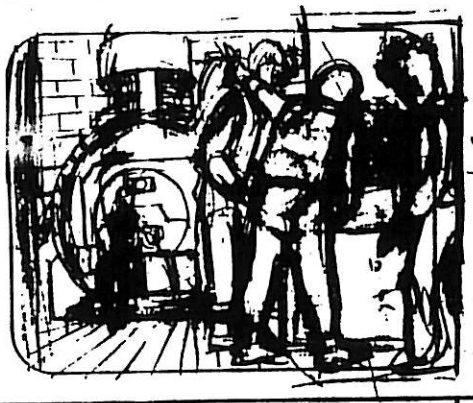
ACTION/ BUSTERS AND SLIMER CLIMB DOWN TO JOIN EGON	ACTION/ PAN ACROSS HAPPY BUSTERS —	ACTION/ END ON WINSTON AND PETE / WIPE TO:	ACTION/ EXT. FIREHOUSE — NIGHT
		228	224 (BACK AT FIREHOUSE)
DIALOGUE/	DIALOGUE/	DIALOGUE/ WINSTON (AFTER A BEAT) Y'KNOW, IT'S TIMES LIKE THIS WHEN I REALLY LIKE THIS JOB.	DIALOGUE/ WINSTON (VO) Okay, all set!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/ UNDERLIGHT STOPS!	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

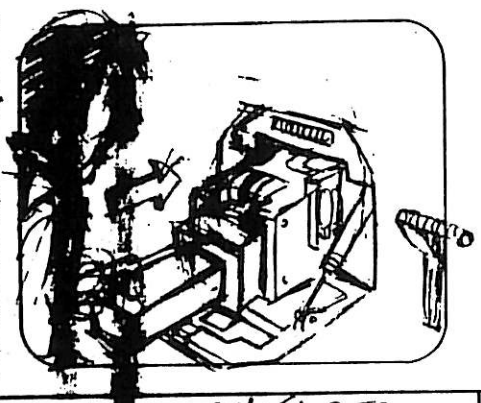
DIC AUDIO VISUAL

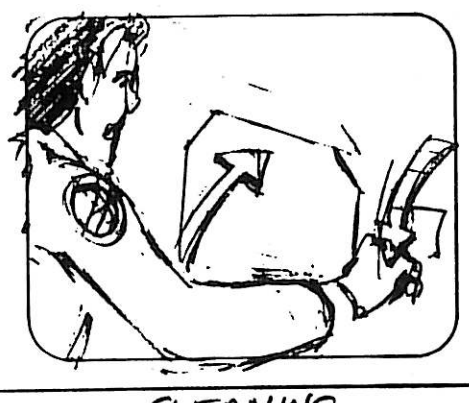
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 106

SCENE 201	TIMING	SCENE 202	TIMING	SCENE 202	TIMING	SCENE 202	TIMING







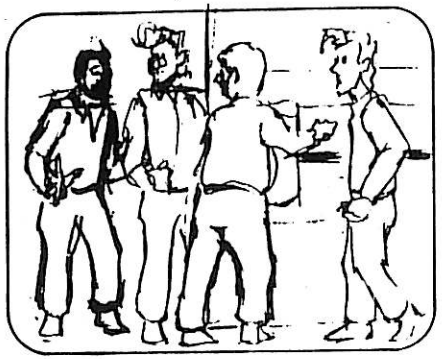
ACTION /	ACTION / WINSTON SLIDES TRAP INTO CONTAINMENT UNIT, INITIATES TRAP-- (CUT TO CONTAINMENT TRAP)	ACTION / --CLEANING SEQUENCE, TURNS, GOES OS	ACTION /
DIALOGUE / Okay . . . now! 229 RAY (CUT TO)	DIALOGUE /	DIALOGUE /	DIALOGUE / This I gotta see! 233 WINSTON (GOING TO MONITOR)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 109

SCENE 203	TIMING	SCENE 203	TIMING	SCENE 204	TIMING	SCENE 204	TIMING



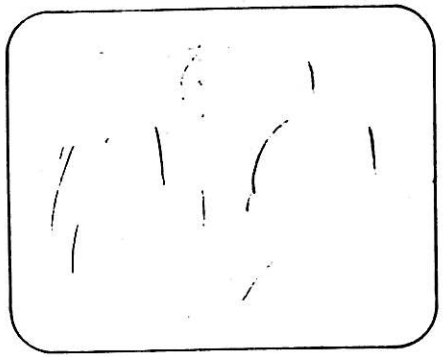
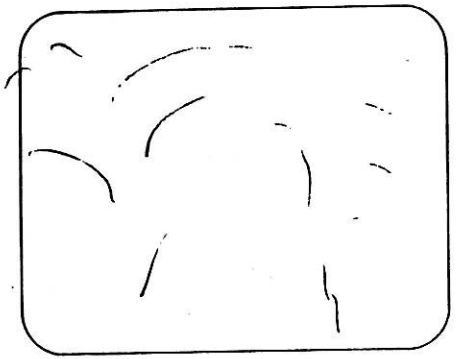
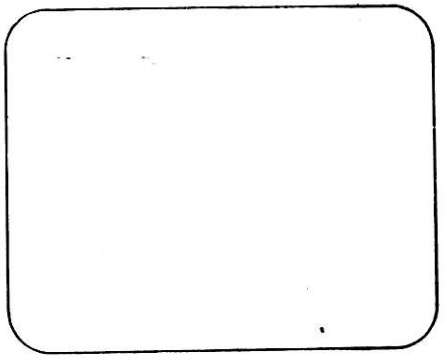
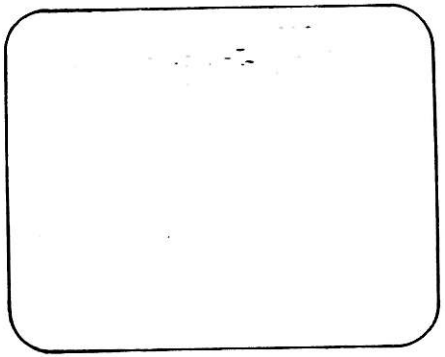
ACTION/ WINSTON RUNS UP TO OTHER GUYS WHO ARE STANDING AROUND~	ACTION/ --CONTAINMENT UNIT MONITOR	ACTION/ RAY MOVES ASIDE, LETS HIM LOOK	ACTION/ WINSTON MOVES IN, LOOKS
DIALOGUE/ (231) WINSTON Well? ~~What's~~ happening? I'll bet ~~it's~~ he's fuming and raging like the rest of 'em.		DIALOGUE/ (235) RAY (POINTING TO MONITOR) See for yourself.	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO 10

SCENE	TIMING	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
204		205							

ACTION /	ACTION /	ACTION /	ACTION /
INT. CONTAINMENT UNIT - PAN SLOWLY ACROSS VAGUE, FLOATING, OUT OF FOCUS SHAPES			
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 1 | PAGE NO 111

SCENE 205	TIMING	SCENE 205	TIMING	SCENE 205	TIMING	SCENE 20	TIMING

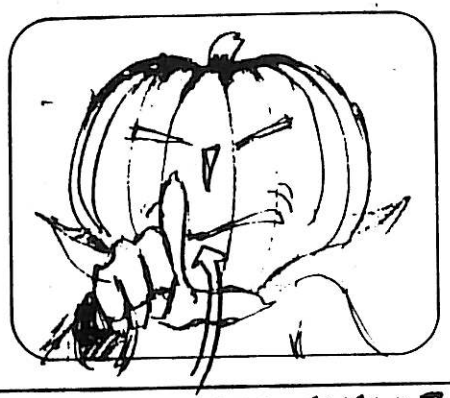
ACTION/ SHAPES COME INTO FOCUS-- THEY ARE ALL THE GHOSTS OUR GUYS --	ACTION/ -- HAVE EVER CAPTURED THEY ARE ALL GLOWERING DIRECTLY AT CAM-- BOY, ARE THEY MAD! CONTINUE PANNING OVER TO SAMHAIN, ALL BY HIMSELF, SITTING,,	ACTION/ ,, ON A FLOATING ISLAND -- HES JUST WAITING- TRUCK IN - (LOOKING AT SAMHAIN ON MONITOR)	ACTION/ STOP TRUCK IN, THEN QUICKLY ANIMATE HIM UP TOWARD CAM
DIALOGUE /	DIALOGUE /	DIALOGUE / (236) WINSTON (VO) But -- it's just sitting there!	DIALOGUE / WINSTON (VO)(CONT) Like it's --
SOUND FX / No WALLA	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 1 | PAGE NO. 12

SCENE 205 TIMING	SCENE 206 TIMING	SCENE 207 TIMING	SCENE 208 TIMING



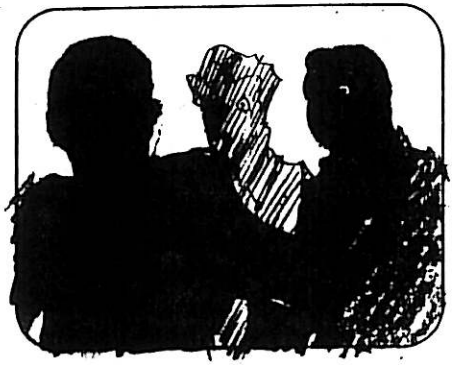
ACTION/ ANIMATE HIM -TURNING TOWARD CAM —	ACTION/ ANIMATE HIM UP TO CAM TILL HIS FACE FILLS FRAME - HOLD FOR A COUPLE BEATS	ACTION/ WINSTON LOOKS UP FROM MONITOR AS EGON SPEAKS —	ACTION/ -TRUCK IN ON EGON
DIALOGUE/ WINSTON (VO) (CONT) ---waiting.	DIALOGUE/	DIALOGUE/ (237) EGON (WARNING) It waited twelve hundred years to be free --	DIALOGUE/ EGON (CONT) it'll wait for its chance to come again.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

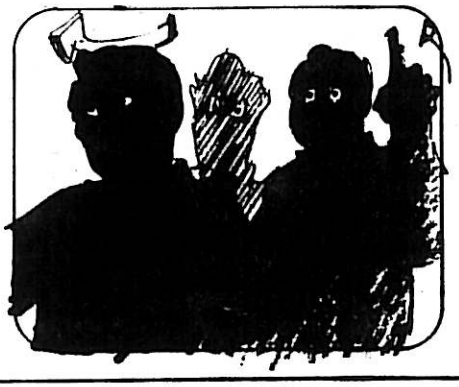
DIC AUDIO VISUAL

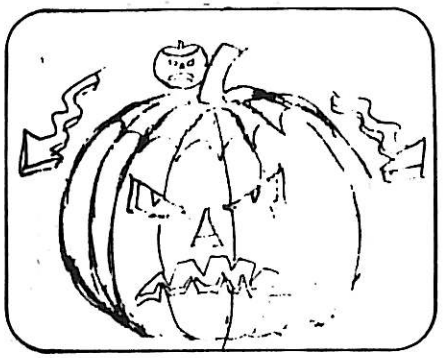
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 113

SCENE 208	TIMING		SCENE 209	TIMING		SCENE 208	TIMING		SCENE 209	TIMING





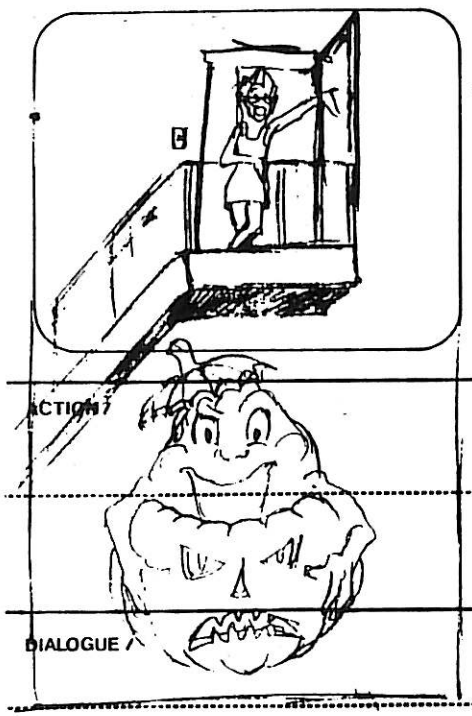


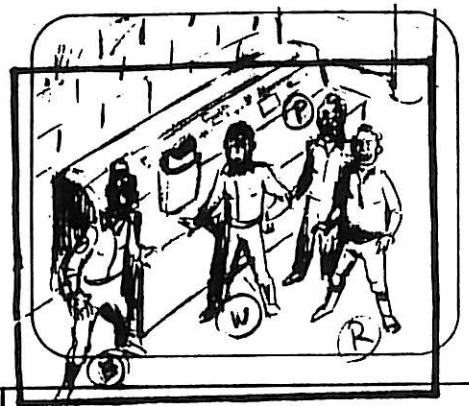
ACTION /	ACTION / SUDDENLY, LIGHTS GO OUT --	ACTION / WINSTON TURNS TO LOOK IN DIRECTION RAY IS POINTING	ACTION / GREEN, GLOWING PUMPKIN FLOATS UP TOWARD CAM
	(LIGHTS GO OFF)		SCIENCE (PRETENDING TO BE EVIL SAMHAIN)
DIALOGUE / (238) PETER Which is not going to happen, right guys? --	DIALOGUE / (239) RAY Hey, what's going --	DIALOGUE / RAY (CONT) look out!	DIALOGUE / (240) JANINE (OS) (little laugh)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

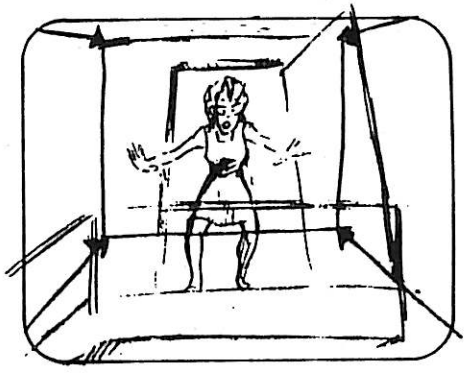
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				114

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
209		210		CONT 210		211	







ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE / 241 PETER (ANNOYED) Trick. Definitely trick.	DIALOGUE /	DIALOGUE / 242 JANINE (WORRIED TO GUYS) Oh, no — stay there!
JANINE (CONT) Just us! Trick or treat!			
SOUND FX / LIGHTS GO ON — OH — IT'S ONLY SLIMER INSIDE A PUMPKIN SHELL — HOW	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / DARLING! PAN UP TO JAN 240-1 SLIMER (MIMICKS JANINE AND TISSLES)	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				115

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
72							

FADE OUT

THE END

ACTION /	ACTION /	ACTION /	ACTION /
EXT FIRE STATION We TRUCK BACK under the sounds of:			
DIALOGUE / JANINE (VO) (giggles throughout) No! Cut it out! That tickles! Aggh!	DIALOGUE / (THRU TICKLE NO. 1)	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /